CONTRACT BRIDGE

(IN A NUT-SHELL)

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By

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Preface.

This booklet lays no claim to originality or discovery of any new system or convention or method. It is a faithful summary of the famous "Culbertson System" and also an announcement in some detail of the various methods and conventions prevalent in the Bridge World of to-day except the point-count method.

I have been an Auction Bridge player for long. But my eyes were opend to 'Contract Bridge' early in 1950 by my friend Dr. M. S Krishnasami who is a sound bridge player in this part of the country. Then I pressed Culbertson's Gold book to my service. I also did my Bridge pilgrimage with my friend to Centres of Bridge Learning. I thrust myself on good players and good teams to gain playing experience. With the kindness of some of them I was enabled to dive a little deep into its literature and read its classics. Thus my affection and love for it grew.

I took copious notes for my own use. They grew in size. They were in demand by

some disinterested Bridge lovers and players and the deep interest in them of a good friend has given them this book-let shape.

The plain common man might well ask 'why should I play contract Bridge'. It is a perfectly legitimate question. He might add that it is a great devourer of time and unsuited to the world of to day where life is lived at high pressure and consequently our leisure must be planned to our best advantage and not merely idled over Bridge play. The answer is simple. There is no Law that enjoins contact with culture. The intelligentsia revel in this game. It is because he, who desists from contact with a great game like this, should be compared to one that walks the world of pastime in darkness.

It is a great game with unsurpassed riches for the mind. It has a method and a system appealing and congenial to a trained and critical mind. To those like me who have a metaphysical bent, it has its own philosophy. That is why a man or woman of reason and faculty takes to it as a cat turns to milk. Histories make men wise, poets witty, mathematics subtle, and contract Bridge logical and acute.

In the following pages I have endeavoured to place before you this culbertson system in its entirety very often using the exact expressions used by the author himself as they are difficult of replacement. I have enumerated the various other methods and conventions to enable the readers to have a complete understanding of this game as played all over. If this book-let can carry knowledge of this game including all its finer points and increase the number of bridge players who know and can play, I shall feel delighted. It is my request to you to excuse its faults and short comings.

My thanks are due to my fried Mr. N. Muthukrishnan who with his wide reading was immensely helfpful to me from the stage of my taking notes to the publication of this book-let. I should also express my indebtedness to Mr. Y. Doraisami Iyer of Trichinopoly, a veteran Bride player and a constructive Bridge critic for his valuable suggestions and help in the completion of this book-let.

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CHAPTER I.

The bidding process, valuation and distribution.

The best minds would like to play this game under a system and discipline. Regimentation is a necessity. Are we not now having a regimented control of even our personal habits and movements? Discipline is no curtailment of freedom and freedom must be distinguished from licence. No doubt an excess of restraint is a positive harm.

In that view most of us Bridge players look to a system of play which is complete as far as possible and convincing. There are many methods of play but almost only one system and that is Culbertson's. I may add that Statisticians claim that 98 per cent of the Bridge players in the World believe in it and swear by it. A mastery of the entire system is essential for a beginner, averager and also an expert. For, though men and women can rely on their card sense or common sense, it will be rash to say that these two good commodities can be brought into play without a proper understanding of the

entire system. Further, as in addition to this system, there are other methods and conventions in vogue in various parts of the Bridge playing arena, a proper understanding of them also is essential to make a Bridge player's outfit complete. The following pages deal with this system and other methods except the point count method.

As soon as the cards are dealt to the players, begins the complex process of bidding which to a beginner is a problem every time, to the average player a puzzle, and to the expert a real pleasure. This bidding process consists of valuation, information and strategy. These three are styled, 'The three musketeers in bidding'. They are inseparable. The player should value his cards on the basis of quality or quantity which will be described later, and then convey information to his partner. Otherwise, valuation will be without precise information and reduced to crude guess work. This information which may also be styled as 'Partnership Language' consists of positive and negative inferences gathered from the kind and level of the bid made. Mere valuation and passing of information is a good start. But the full weight of your strength can be utilised by a proper per-

ception and practice of strategy. For, a strategist can turn apparent defeat into victory even with poor partners or inferior hands. The enemy's greater resources and strength can be controlled by his technique, character and psychology. This presupposes good anticipation or looking ahead. And if this strategic habit is acquired and practised, it will be an invaluable asset to any player.

Bidding valuation: Bidding is like selling a hand at the Bridge auction for the best price, especially in the fluctuating market in the table where bidding and rebidding proceed. The sale must be for proper consideration and based on proper bidding valuation. This bidding valuation can be defined as the count of expected winners and losers at a specified bid. To obtain the best results this bidding valuation should be a three-way one. It means that the hand must be valued in three-ways and must possess two standards of values namely value in attack when played at one's own or partner's trump bid, and value in defence when played against opponent's trump bid. The total number of tricks or winners in the same hand increases or decreases according to whether the trump bid is (a) the player's

own or (b) in support of the partner's bid or (c) has been made by the opponents.

Honour Tricks: Even with honour-tricks there is a double standard of value - one in attack and the other in defence. In attack (i. e.) at the declarer's own or in support of his partners trump bid, the honours are counted at their full playing value. In defence only the cream of honour sequences is skimmed.

These honour tricks come under 3 heads namely sure, probable and plus honour winners. An Ace is a reasonably certain winner. A king is a probable winner. A queen is only an embryonic trick and is given a + value between zero and one-half. Many honour combinations depend for definite values on finesses, (eg) A Q in a suit may get two tricks or only one, depending on the favourable or unfavourable location of the King of that suit. The standard table of honour tricks is based on a scientific analysis of their values relying also on experience. The gist of it is as follows:-

A K	in the same suit	2 honour tricks.
A K J	...	2 " "

A K Q	in the same suit	2+ honour tricks.
A Q	,, ,,	1½ ,, ,,
A Q J or A Q 10	,, ,,	1½ ,, ,,
K Q J	,, ,,	1+
A J x or A J 10	,, ,,	1+
A	alone or with others	1
K Q	in the same suit	1
K J 10	,,	1
K J x	,,	½+
K x	,,	½
Q J 10 or Q J x		½
Q x		+
K J x and Q x in different suits		1 honour trick.
Q x and Q x in different suits		½ honour trick.
Any singleton or void		+ honour trick.

But if there are singletons or voids in more suits than one, only one such should be counted. I might now add that this valuation based on honour tricks is said by some critics to be less simple than that based on point count. I do not share that view. It is needless to load a player's mind with 40 points or more instead

of eight Honour tricks and then ask him to indulge in addition, subtraction and the like. Further, the point count method is not uniform but varying. It is also artificial. The bids sometimes proceed not on the strength of the suit in the hands but on mere points. Why should not players show their real disposition of cards at the start itself but wait for later rounds? This opinion may or may not be shared by others and I wish to avoid any controversy thereon. In fact, the cards do not care a pin as to how we value them. They are most democratic in their behaviour. They sit placid in our hands whatever method we adopt to announce them. But, if we do not utilise them properly they rarely excuse us.

Rule of eight. This honour trick valuation is based on the rule of Eight. It means that each of the 4 suits has the value of 2 to 2½ honour tricks, taking the total of honour-tricks in a pack to between 8 and 9 honour tricks. Thus, for simplicity's sake this count of eight honour tricks is styled "The rule of Eight". If this rule is kept in mind throughout the bidding, even psychic bids by opponents can be smoked out. This rule has to be applied rigidly in slam bids. For, if the pattern of the hand is 4, 3, 3, 3 it is always

better to deduct 1½ ~~to one~~ honour tricks from the total holding of both hands since invariably slam contracts are kept only with the help of at least one sure long suit.

The Distributional count. Though the rule of eight is really a 'Godsend' to millions of average and advanced players, it sometimes happens that even with six honour-tricks a game is not made, and that at other times a game at trump or no trump is well made with about 4½ honour tricks. This is the result of suit and hand distribution. The distribution of 13 cards in a suit in the 4 hands is called suit distribution; while the distribution of all the 4 suits in a hand of 13 cards is called hand-distribution. Both these are based on length–values, and are called distributional values. In any long suit, the number of established low cards is governed by the distribution of the remaining cards of the same suit in the hands of partners and opponents. The mechanics of suit distribution is that ranking cards require low card protection to avoid being dropped simultaneously; thus avoiding knocking or 'kissing' each other, (eg) West K Q }
East J 10 } when the opponents play this suit these 4 honours are so crowded on each other that they can get only one trick. But if

east or west had one additional low card, the position gets radically changed.

These distributional values can be analysed by a proper distributional count. One of the features of this distributional count is that except in cases where it is easy to count the losers, the length values of the suit are counted separately and the houour values of the suit are added. Thus, if a player bids with A Q 7 6 5 in a suit, he should count 2 winners for a five card length and add to it the honour trick value of 1½ making a total of about 3½ winners. But this mode of counting is subject to change after bids by partner or opponents. Generally, in trump suits more than 3 card length may be counted as one trick for every card more. But in side suits, more than three card length may be counted as 1/2 trick more for 4 card length, as one trick less than in trump suit for five or six card length and same as trump suit count, for any length of seven or more. The bidding valuation of ruffers also counts as follows, namely – a doubleton counts as 1/2 trick if the hand holds 3 of the partner's trump suit and as one trick if it holds 4 or more of partner's suit, a singleton counts as 1 trick if the hand holds 3 of the partner's suit and

as 2 tricks if the hand holds 4 or more. A void counts as 2 tricks if it holds 3 of the partner's suit and as three tricks with 4 or more. If the hand contains 2 short suits, one of them only is counted and that the shorter of the two.

Thus it follows that, besides honour trick valuation, the total number of winners in a hand has to be ascertained. This is termed 'Quantity bidding'. There is also a special method of valuing certain kinds of hands at a given bid. This supplements the distributional count by stressing the elimination of losers from the hand rather than the positive count of winners. This is called 'Plastic Valuation'. According to this valuation, the player counts his losers and then directs the bidding so as to get specific answers helpful to eliminate those losers. It does not very much matter whether a player counts his winners or losers first but he should attempt to reduce his bidding problem to the smallest possible denomination.

This mathematical and strategic calculation based on the qualitative, quantitative and distributional values of the hand makes a bidder perfect. But this valuation is not a rigid one.

It requires consideration and reconsideration as the bidding proceeds. Besides, the danger of duplication should be avoided. This duplication is of 3 kinds namely of bids,:values and hand pátterns. Duplication of bids is counting the same values twice. This is very often the cause for heaviest penalties (eg) south bid one club with the following hand — S. AKQ6. H. 43. D. 752. C. KJ84. His partner responded with 1 spade. South then bid 3 spades. He overlooked the fact that his strength in spades had been counted when making the opening bid. The consequence was disastrous and the contract went down 3 tricks with a double. Duplication of values is counting the winners in the same suit twice. It is the overlapping of tricks which each player can legitimately count but which, because they occur in the same suit, duplicate each other's value and leave gaps in other suits. Duplication of hand patterns means a duplication of losers through inability to provide ruffers and long card winners counted in the bidding. This is the most unfortunate of duplications (eg)

West holds - S. AKQJ10 3 H. - D. 10 9 6 5 2. C. 7 4.

East holds S. 9 8 7 6 5 4. H.—D. AKQJ - C. 8 3.

On a calculation of winners, the combined total in both hands is 17 winners. But with any lead other than hearts, the partnership cannot win more than 11 tricks and 6 of the expected tricks vanish because of duplication. If these pitfalls are avoided and the bidding valuation with distributional count is adhered to, the bidding of every such player shall be unimpeachable. He shall then be in a position to use the partnership language of inferences.

The entire structure of **partnership language and strategy** springs from the principle of Economy of bids. This principle avoids wasting useful rounds of bidding and enables giving and obtaining of information at the lowest possible level. It leads to one of the most important practical applications in the strategy of bidding namely "The approach method". The substance of this method is that when opening the bidding or when responding to partner, prefer any proper suit bid of one to any other bid reserving the No-trump bid or higher suit bids for special bidding situations. This method invariably pays rich dividends.

Another initial requirement for bidding

valuation is the safety factor enacted by the **rule of 2 and 3.** It means "Have at least within 2 tricks of your contract if vulnerable, within 3 tricks if not vulnerable". Thus, a correct understanding of the honour tricks valuation, supplemented by the distributional count, aided by the princple of Economy and the rule of 2 and 3 shall equip the anxious lover of Bridge with the necessary materials to make a scientific and strategic bid. He shall then be well prepared to enter the higher reaches of this game and imbibe its finer points.

It is best that, before bidding begins, the bidder is made aware of the 'forcing principle' and the 'zones of bidding'. Just as economy in bidding is a necessity there should not at the same time lurk any fear in a player's mind that partner may drop the bidding before a possible gáme or slam is reached. It is mainly to banish this fear that this scientific forcing principle has been evolved. This forcing principle has three objects namely (a) to choose or offer the partner a choice for game, (b) to choose or offer the choice for a small or grand slam and (c) to determine if partner has added values over his minimum previously shown without risking a danger-

ous game contract. Accordingly these three are styled 'Game force' 'Slam Force' and 'one round force'. When a forcing bid is made, the partner is under an obligation to bid again unconditionally and the 'pass' ceases to exist. What these forcing bids are, shall be described later.

All bids belong to one of the 4 zones of bidding namely, the game, slam, Minimum and Intermediate. In this manner either player can according to established rules of bidding signal to his partner that his strength is in any one of such zones.

CHAPTER II.

NO-TRUMP BIDS.

Opening bid of 1 No Trump: This bid is different from a suit bid of one in requirement, response and strategy. Its main advantages are that a game contract can be reached in it with one

trick less, that there is no fear of a bad break of trumps and that fillers and intermediate cards are promoted. There are corresponding disadvantages as well. The bid is very often vague and uncertain, placing the partner at the mercy of undisclosed suits and finesses. Secondly in a strong no trump call, the opponents get warned against over-calling.

Requirements: (a) 3½ to a maximum of 4 honour tricks in at least 3 suits with 4 3 3 3 distribution. But my own opinion which is shared by some other Bridge critics is that it is decidedly better that these honour tricks are spread over all the 4 suits and that all the 4 suits are protected. If a hand contains 6 or more fillers (10 spot or higher) 3 plus Honour tricks are enough. Even if the 4 card suit is a major, a no trump bid is preferable unless that suit has all the 4 top honours. Sometimes a hand with 4, 4, 3 2 distribution may bid 1 no-trump. In that case, the doubleton must be strong as Kx, A 10, AJ etc. Occassionally one can bid with 5,3,3, 2 or 6, 3, 2, 2 distribution. But in such cases, the length must be in a minor suit and with not more than one loser in it. Even with 5, 4, 2, 2 distribution a no-trump can be bid but both the long suits must be minors with top cards.

Response: (a) With about 1½ honour-tricks and a five card suit, bid that suit. In this view a suit take out is not a weak response. The earlier view of Culbertson no doubt was that it was a weak response, showing good length. If there was real strength, the responder was expected to give a jump bid. But this change of view is a right one and based on playing experience.

(b) With only 1 + honour-trick and no six carder pass

(c) With less than 2 honour-tricks and no five carder pass

(d) With 2 honour-tricks in one suit only pass

(e) With 2 honour-tricks in at least 2 suits bid 2 no-trumps.

(f) With 1½ honour-tricks in 3 suits and 6 or more fillers 2 No trumps

(g) With a strong six-card suit headed by A or KQ. 2 No trumps

(h) With 2 five card suits and no honour-tricks bid the higher ranking suit.

(i) With a 6 card major and less than 2 honour-tricks. Jump to game

(j) With a 7 carder and ½ honour-trick or with an eight-carder and no honour-trick, Jump to game.

A jump to five in a minor suit must usually contain an eight card suit and 7 winners in the hand. A Jump to four in a major suit should not ordinarily be taken out.

(k) With one additional honour trick, Jump in a suit if biddable or in No-trumps. This is a game force response. The opener should then rebid as follows:

(1) If the jump response were in a minor suit, the opener should show any biddable major suit. If there were no such, the opener should bid the next higher-ranking four-card suit.

(2) If the jump response were in Hearts, the opener should show another 4 card major namely spades. Or he should raise that suit to 4 level with any four trumps or three trumps headed by AK. AQ. or KQ. etc.

(3) Otherwise the opener should bid 3 no-trumps.

It is now proper to consider at this

stage what are forcing responses, to a no-trump call and the quality of those forces.

(a) A suit take-out is forcing for one round. At next chance, the respender is not obliged to bid. But if there is an intermediate call by the opponent, a suit take-out is not forcing but is considered a weak take-out bid. But with a long suit headed by top-cards, the responder may raise the no-trumps even if he has no stopper in the over-called suit.

(b) A jump suit take-out is forcing to game.

As already stated a jump to 3 no-trumps is not to be taken out. A suit take out after an intervening double is not forcing.

(c) A redouble by responder shows 1½ to 2 honour-tricks or even one or 1+ honour trick if spread over 3 or 4 suits.

A rebid by the opener in a new suit at his next chance is not forcing.

The double of a no-trump by the opponent is a business-double. And if the opener redoubles it, it is not a take-out redouble but it ensures his partner that he can win 7 tricks even

without his help. Some writers like Florence Osborne think that the redouble by opener of his opening call of 1 No-trump or one in a suit is a take-out and in the nature of an S. O. S. to his partner. This is answered by Culbertson in the 'Bridge Word' magazine (April Part 1953). It is best to construe such redoubles as genuine ones and as indicating that the opener can make a game at a low bidding level or get a good part-score if the redouble is of a minor suit.

I can now mention **various other conventions** regarding this opening bid of 1 no-trump.

(a) The point-count method is said to work well in this bid. Culbertson also says that believers in this point-count method can adopt it with advantage in this bid. But I feel that it is best to stick to one system rather than have a good part of it and introduce a new method for some bids only.

(b) **Stayman convention:** In respect of response to an opening 1 no-trump call, Mr. Stayman a great authority on Bridge has his own convention called 'Stayman Convention'. It means that if the response to it is 2 clubs, it is intended to asertain

if the opener has at least one biddable 4 card major suit. If he has one such even with Q xxx, the opener should call 2 Diamonds if his original opening call of 1 no-trump was based on minimum strength; and call 2 no-trumps if his opening call was based on maximum strength. This is detailed in Mr. Goren's " Contract Bridge complete."

(c) There is yet another convention called 'Gerber Convention'. According to it, a sudden burst by the responder to 4 clubs after an opening call of 1 or 2 no-trumps, is a request to show his aces. The answer to it is as in Blackwood convention namely.

(a) No ace	—	4 Diamonds
(b) 1 Ace	—	4 Hearts
(c) 2 Aces	—	4 Spades
(d) 3 Aces	—	4 No-trumps
(e) 4 Aces	—	5 clubs

This asking for aces can be repeated with 5 clubs provided the original response to 4 clubs was not an answer of 5 clubs.

(d) **The Vienna Convention** assigns a particular meaning to an opening 1 No-trump call. It

indicates a holding of 4 to 5 honour-tricks and is forcing for one round. It does not imply necessarily a no-trump shape of the hand. The hand pattern may even be 6, 5, 2, 0. The response to it is as follows:

(a) With less than 1½ honour-tricks — 2 clubs.

(b) With any five card suit — bid that suit. This suit take-out is forcing for one round.

(c) A Jump Suit take-out shows a weak hand and not a strong and forcing one as in Culbertson system.

Helen Sobel in her 'Winning Bridge' describes an artificial and forcing 1 No-trump bid as a lunatic one. According to her the most important requirement for an 1 no-trump call is the over-all strength of the hand with all suits protected.

Opening bid of 2 No-trumps: This opening bid gives a clear picture of a hand strong in honour-tricks but with no good distributional value for a slam.

Requirements:

(a) 5 to 6 honour-tricks with 8 or more honour-cards.

(b) All suits should be guarded.

This bid is not forcing.

Sometimes it is permissible to bid 2 no-trumps with 4½ honour-tricks only and a six card minor suit headed by the 3 top honours. But this is done when the opener's partner had already passed and when the opener is in the 3rd position.

The pattern of the hand for this opening bid is normally 4, 3, 3, 3, in distribution. But with regard to other distributions, the principles enunciated when dealing with an opening 1 no-trump call, may be kept in mind for this bid as well.

Response:

(a) With only more than ½ honour-trick —bid 3 no-trumps.

(b) With ½ honour-trick and a five-card major suit. — bid 3 no-trumps

(c) With a 4 card major suit headed by Q and a five card minor suit headed by a Q and with a total of 1 honour trick. — bid the minor suit.

(d) With a 6 card major suit and no honour-trick — bid that suit and if opener bids 3 no trumps, rebid your suit.

(e) With a six-card minor suit and less than ½ honour-trick. — pass.

(f) With less than ½ honour-trick—pass

(g) With about 2½ honour-tricks and no-trump distribution. — Bid 4 no-trumps

This is not a conventional 4 no-trumps call.

(h) A jump to 4 in a major or minor suit is a mild slam try. It indicates a hold of (1) a six-card or longer major suit headed by A or K and with 1½ honour-tricks in total or (2) a seven card minor suit with 1½ honour-tricks.

(i) With about 2 honour-tricks and balanced distribution, bid the longest suit and if the opener bids 3 no-trumps respond with 4 no-trumps. This response is not a conventional call.

Generally, with about 1½ to 2 honour-tricks in responder's hand there should be a slam try since the partnership holds about 7 honour-tricks. If partner's take-out is in a minor suit, the opener is expected to show a biddable major suit. If the take-out is 3 Hearts, the opener should bid 3 spades even if he has three of them headed by AK or AQ or KQ.

Any suit take-out is forcing to game.

Opening bid of 3 no-trumps and above:

Requirements:

(a) With 6½ to 7 honour-tricks and 8 sure winners —bid 3 no-trumps.

(b) With 8 or more honour-tricks and 10 sure winners —bid 4 no-trumps.

(c) With 8 or more honour-tricks and 11 or 12 sure winners. —bid 5 or 6 no-trumps.

These bids are by their very nature not forcing. The response to these bids depends more on possession of top-honours. Any take-out of opening 3 no.trumps is a slam try. Even with a hand as S. KJx.— H. K9753 — D. 65 — C. 842 bid 4 Hearts. With a hand as S. 63 — H. 7543 — D. A87632 — C. 5, bid 4 Dimonds

With about 1½ honour-tricks and a five card suit or with about 2 honour-tricks and no long suit there is a possibility of a slam. In this opening bid of 3 no-trumps, the responder should resist the temptation to pass but his values particularly in top-honours should be indicated.

An opening bid of 4 or 5 or 6 no-trumps should be raised once for any ace, king or queen held by the partner. These bids are in the natue of opening-bid slam-tries.

The Acol Convention for an openinig bid of 3 no-trumps is that such a bid can be made if the opener has a long minor suit to cash and good guard in other suits and with 8 sure winners. Sometimes this pays good dividends. It is generally adopted when the partnership visualises that a game is not possible in the strong minor

suit and that the only chance of a game is in no-trumps. The resort to this bid should be the result of partnership understanding.

CHAPTER III.

Opening suit bid of one.

This opening bid is said to be an ideal one for many reasons. It allows for the best exchange of information at the lowest possible level of bidding consistent with safety and strategy. But, before canvassing the requirements for this bid, it is best to consider what are biddable and rebiddable suits. Before the advent of 'Culbertson's System' only five cards and longer suits were biddable according to other conventions in vogue. And even now, under the Vienna Convention, no suit can be bid without a length of five or more in it, except in clubs.

According to Culbertson, the minimum requirement for a biddable suit is 4 cards with J

and at least one card higher. A five-card suit headed by a Q or higher, is biddable. Sometimes a five card suit headed by J and 10 is biddable since these 2 honours are equal to a Q. Any six-card suit with 10 spot or higher is biddable. Any suit with seven cards or more is biddable even though without top-honours or fillers.

But, for rebidding, the requirements are changed. A five-card suit with KJ, or Q J 9 or higher is rebiddable. Any six-carder or more is rebiddable. A four-card suit even with A K QJ is not rebiddable. A suit with 5 sure winners is rebiddable twice even without partner's support.

After knowiug these requirements for biddable and rebiddable suits, it has to be ascertained what is "adequate trump support" and 'support for a rebid suit'. Any 4 cards or J 10x, or Qxx are enough to raise a suit. If the opener bids that suit a second time, less support namely Qx, Kx, Ax etc. is sufficient. If that suit is bid by the opener a 3rd time, even a singleton is enough to raise it; for, bidding a suit thrice is equal to an opening bid of three in that suit. This principle does not apply to a forcing open-

ing 2 bid or to a forcing take-out, which may be made at any level on a four-card biddable suit. Nor does this apply altogether to overcalls and responses at the range of three in a suit.

There are suits which are 'conditionally biddable'. There are 3 conditions governing them namely (a) When the hand holds another biddable or conditionally biddable suit (e.g.) S. 65 — H. Q 863 — D. K 1054 — C.AKQ. Here both Hearts and Diamonds are conditionally biddable suits. (b) When the hand contains honour-tricks above minimum required for this bid (e.g.) S. 6 5 4 3 2 H. A K 6 — D. A K 6 — C. 54. Here spade is a biddable suit though not headed by a Q or higher. (c) When responding to partner's opening bid (e.g.) S. A 10 5 3 — H. 7532 — D. K 87 — C. 43. Here over partner's opening bid of one in clubs this responder can call one 'spade'.

Now it is best to know the requirements of this suit-bid of one.

They are:

(a) 3 honour-tricks with a 4 card biddable suit or a weak five card suit.

or (b) 2½ honour-tricks with a good five-card or longer biddable suit.

or (c) 2+ honour-tricks with a six-card major suit.

Generally, there is no distinction in requirements between the hands being vulnerable and non-vulnerable or the position of the hands. Bids with less than the above minimum depend on an understanding of the opponents or a study in Psychology. It is better that the dealer and the Second hand have a rebiddable suit when opening. The third hand may bid even with 1½ or 2 honour-tricks as an 'anticipated defence bid' based on a calculation of winners. But still, this hand should be well within the rule of two and three. Further, this strategic bid should not be made by the third hand when the suit is a ragged one and cannot stand an opening lead by his partner. The fourth hand should always consider whether it is worth while bidding. For, the bidding gets automatically opened for the opponents as well. With a bare minimum of 2½ honour-tricks wholly in minor suits it is best to pass. Also it is best to pass if the holding is a minimum and the opponents have a part-score in rubber bridge.

When the hand has to choose between two biddable suits, the choice is to be made on

the following considerations:

(a) With two suits of unequal length — bid the longer

(b) With 2 suits of the same length — bid the higher ranking suit.

(c) With 2 or 3 suits of four cards — bid the highest ranking suit.

Generally, on such a hand there should never be a suit-bid without considering first the 'principle of preparedness'. The substance of this principle is that before the first bid is chosen, the probable rebid of it, and the principle of ecconomy defined before, should be kept in mind.

In making this choice, bidders are to consider the application of the principle of 'Reverse'. The bid of a higher ranking suit by a player who has previously bid one of a lower rank is called a 'reverse'. This reverse when it occurs at the bidding level of two or higher announces greater strength than a minimum for an opening hand. It is inapplicable to bids at the same level of 'one bids'. Therefore, in making suit-bids the necessity for a reverse should be

avoided if the hand contains less than 4 honour-tricks or at least good 3½ honour-tricks. Consequently, if the hand holds 2 biddable suits and if the bidding of the longer suit first is likely to be mistaken for a reverse bid and the hand is not strong for it, the bidder may apply the principle of preparedness and bid the higher suit though shorter. Further, even at two level a bid is not a reverse one, if it is made by the opener after the responder's forcing bid.

4, 4, 3, 2 distribution: Bids with this distribution are regulated as follows:

(a) Bid the higher-ranking suit though weaker, acting on the principle of preparedness, unless the hand has over 3½ honour-tricks. But if the long suits are non-touching start with the lower suit.

(b) Bid 1 spade if there is support in Hearts.

(e.g.) S. AK65— H. J103 —D. K.Q84— C. 62.

(c) Bid 1 Diamond with adequate support in clubs.

(e.g.) S. AK 65 — H. 62 — D. KQ 84 – C. Q65.

(d) Bid 1 spade lacking support in Hearts and Clubs.

(e.g.) S. AKJ6 — H. 83 — D. KJ10 — C. 632.

(e) With strength in 3 suits —bid 1 spade

(e.g.) S. AJ56 — H. 842 — D. KQJ6 — C.A 6.

It is always best, subject to the above rules, to bid the suit below the doubleton.

4, 4, 4, 1 distribution: The bidding in this distribution is regulated as hereunder.

(a) Bid the highest suit when three suits are touching.

(b) Bid most economically when not touching.

(c) Bid the higher-ranking suit when 2 major suits are ~~weak~~ strong.

(d) Bid the lowest-ranking suit when both major suits are weak.

In these cases, it is always best for economy and preparedness to bid the suit below the singleton.

Sometimes, a bid can be made in a three-card suit. This is done generally in a minor suit. It is confined exclusively to hands with no biddable suit and insufficient strength and incorrect distribution for a bid of one no-trump. This is employed by the first and second hands and rarely by third and fourth hands. There are 2 sound reasons for this choice namely (a) minor suit openings give a chance to the responder to bid at one level and (b) partner is not likely to raise it to game level without five trumps and more and in such a case the suit is playable at that level. The minimum requirement for this short-suit call, is a three-carder headed by Ace or King or Q 10. This bid in clubs is styled 'Short club' bid. We can now take stock of other conventions regarding this suit-bid of one. The Vienna Convention gives a particular significance to a bid of 1 club, This call indicates a shape of hand without a five-card suit. It has no reference to the holding of clubs. If the responder holds less than 1½ honour-tricks, he makes a conventional call, of 1 Diamond.

Mr. Vanderbelt, a leading authority on 'Contract Bridge' has envoled his own convention, called 'Vanderbelt 1 Club'. Its requirement is 3½ or 4 quick tricks regardless of club holding. Any other suit bid of one denies possession of 3½ or 4 quick tricks. The response to this call is as follows:

(a) With less than 2 quick tricks — bid 1 Diamond.

(b) With more than 2 quick tricks — call the biddable suit.

If the biddable suit is Diamonds, you should bid two in it, to distinguish it from a negative response of 1 Diamond.

Helen Sobel, considered to be the world's best woman player, sets out three conditions for this short-club call.

They are:

(a) The honour strength of the hand should rule out a 'pass'.

(b) The distribution should be balanced but not strong enough for a call of 1 no-trump.

(c) There is no other biddable suit. This short-club call is used only by the opener and not by the responder.

In Honolulu, this short-club is styled **'Cho club'**. It is similar to Vanderbelt's 1 club except that, in addition to the artificial 1 Diamond response all responses at the level of one are artificial and show varying degrees of strength.

Response to suit-bids of one:

(a) With 1½ honour-tricks and adequate trump support raise the suit.

(b) With 1 honour-trick and adequate trump support and a singleton raise the suit.

(c) With 1 honour-trick and a four-card trump support and a doubleton raise the suit.

(d) With 4 to 5 winners, make a free raise in the partner's suit

(e) With $1\frac{1}{2}$ honour-tricks,
make a forced raise of the suit

'Free raise' means a raise after an opponent's overcall or double. 'Forced raise' means a raise without an opponent's overcall or double. So also a 'free-bid' is one made after an intervening bid and a 'forced bid' is one made without such an intervention.

(f) With 2 + honour-tricks i.e. about 5 winners and good trump support
Jump the opener's suit.

This response was a game force whether in a major or minor suit according to the earlier view of Culbertson. But his later view is that it is a game force only in a major suit even after an opponent's overcall but not after an opponent's take-out double. A jump in a minor suit is no doubt strength showing.

(g) With 5 or more trumps and about $1\frac{1}{2}$ honour-tricks and less than 2 honour-tricks. Bid a triple raise
(e.g.) 1S–4S

This response is neither forcing nor

strength showing but is a shut-out bid. Generally this triple raise is not made in a minor suit. Because there may be a possibility of a game even at the lower 3 level in 3 no-trumps. It is therefore better that a strength showing response is made in a minor suit if the holding warrants it, rather than bid a triple raise.

(h) With 1+ or 1 honour-trick with stoppers in 2 suits or 2 or 2+ honour tricks with a bad distribution as AK only in one suit and blank in other suits. bid 1 no-trump

(i) With about 3 to 3½ honour-tricks with stop in all unbid suits. bid 2 no-trumps.

Generally, players bid 2 no-trumps with about 2½ honour-tricks only. The wisdom of this practice is left to individual judgment. This response is a game force and shows also a fit in partner's suit unless compensated by independent and sure winners in other suits.

(j) With 3½ to 4 honour-tricks in 4 suits and a 4, 3, 3, 3, distribution. bid 3 no-trumps.

But generally the majority of the players here I have come across, take it as one closing the bidding. For, in their opinion, if more than a game were possible there are other forcing bids to be made. Secondly, there is a good amount of risk in taking the bidding beyond game level if subsequently it is discovered that a slam is impossible. They even quote Culbertson's view that a response of 3 no-trumps to an opening bid of 1 no-trump should not ordinarily be taken out. But which view to take, depends upon the understanding between the partners.

(k) With $1\frac{1}{2}$ honour-tricks and a biddable suit — bid that suit.

This suit take-out is forcing for one round even if made after an opponent's overcall. But the force lapses if the response is made after an opponent's take-out double. Also, this suit take-out is not forcing if the responder had originally passed or the opponent next to the responder makes a bid.

These suit take-outs may be in a higher ranking or lower ranking suit. If in a higher ranking suit they indicate as follows:

1. 1½ honour-tricks and a 5 card suit.

or 2. ½ honour-trick and a six-card suit.

or 3. 2 to 3 honour-tricks;

or 4. Even 4 honour-tricks without a strong rebiddable suit.

If, in a lower-ranking suit they show,

1. 1½ honour-tricks with six card suit;

or 2. 2 honour tricks with a five card suit;

or 3. 2½ honour-tricks with a four-card suit;

or 4. 1 honour-trick with a suit of seven cards or more.

(L) With 3½ honour-tricks and a solid suit

or With 4 honour-tricks and adequate support for partner's suit

or With 4½ honour-tricks and a four-card biddable suit.

Jump-bid your suit (e.g.) 1.H—2S.

This response is forcing to game.

(m) With a peculiarity of distribution and length in a suit—give a double jump in that suit (eg) 1D–3S

(n) With a strong suit and weak in honour-tricks and with about 7 winners and not more than 1½ honour tricks —Double jump your suit. (e.g.) 1H–4S

This bid is a shut-out one and pre-emptive by nature. It should not be ordinarily taken out.

Rebids

1. When the response to an opening call is a suit take-out, the opener may choose any one of the following courses:

   (a) Bid a new suit if there is one such.

   or (b) Lacking a second suit rebid the original suit if it is rebiddable.

   or (c) Raise the responder's suit if it is raisable

or (d) employ conventional calls if slam is visualised

or (e) if none of them is possible, respond in no-trump at the lowest level.

2. When partner's response is a jump bid in his [opener's] suit if a major one

[a] the opener may stop at game level if his hand is not very strong

or [b] show a new suit if slam is possible.

3. When partner's response is a jump bid in his [opener's] minor suit it is only strength-showing and not forcing and therefore the opener may pass with a minimum hand or reach game if there are additional values.

4. When partner only raises the opener's suit, the opener

[a] may go to 3 level with 5½ to 6½ winners

or [b] may go to 4 level with 7 winners

or [c] may pass if further raise is not warranted.

5. When partner's response is 2 no-trumps the opener may rebid as follows:

[a] 3 no-trumps with balanced distribution.

or [b] rebid his own or a new suit if distribution is unbalanced.

A rebid by opener of 1 no-trump after one over one is a weak one. But a rebid of 2 no-trumps after two over one is strong.

6. When partner's response is a weak 1 no-trump, the opener

[a] may pass with balanced distribution and only 3 to 3½ honour-tricks.

or [b] may rebid his suit if it is rebiddable.

or [c] may bid a second biddable suit if holding 4 to 4½ honour-tricks with unbalanced distribution.

or [d] may raise to 2 no-trumps if the hand is strong with 4½ to 5 honour tricks.

7. A Jump rebid by opener in a new suit is a strong one and forcing to game even

if made after his partner's weak response of 1 No-trump.

8. A jump rebid by opener to 4 of his major suit at his next chance is not a preemptive one. It has to be distinguished from the responder's double jump of opener's suit. It is a slam hint. It may be taken to be at least as strong as the opener's jump bid in a new suit. To illustrate,

[a] 1 S — 4 S. This is preemptive.

[b] 1 S — 4 H. This is preemptive.

But (c) 1 S. — 2 H.
4 S. — This is a strong rebid and a slam hint.

But [d] 1 S. — 2 H.
2 S. — 4 H. This responder's game bid of 4 Hearts is preemptive.

9. An opener's double or treble raise of the responder's suit is strength-showing indicating that the opener has about 4½ honour-tricks in his hand. [e.g.]
1 H. — 1 S
4 S.

Defender's bidding:

Minimum defensive overcalls may be made ëither at one level or 2 level. For 1 level the requirements are:

[a] 4 winners in 1½ honour-tricks and a long suit if non-vulnerable.

[b] 5 winners in 1½ honour-tricks and a long suit if vulnerable.

If honour-tricks are less, the winners must be certain ones.

For 2 level the requirements are:

[a] 5 winners in 1½ honour-tricks and a five card or longer suit, if non-vulnerable.

[b] 6 winners in 1½ honour-tricks and a five card or longer suit, if vulnerable.

It easily follows that at 3 level or more the hand must be decidedly stronger. This will be dealt with when adverting to opening 3 calls and more.

2. **Jump overcalls:** They should be based on a holding of 6 sure winners if non-vulnerable and seven if vulnerable.

3. Jump overcalls of three in a suit over one are in the nature of shut-out bids and do not indicate honour strength [e. g.] 1 H. — 3 S. by defender.

4. Forcing take-out of a defender's call by his partner in a new suit indicates a hold of 3 honour-tricks. It is forcing for one round. But a jump by the partner of the overcaller's suit is not forcing though strength-showing.

Competitive bidding:

I. [a] After an opening bid, if the opponent overcalls and the opener's partner raises the opener's suit or takes out in another suit, he should have more strength, because the intermediate opponent's bid should open his eyes to the defender's having a biddable hand.

[b] If, after an opening bid and an overcall by the opponent, the opener's partner bids 1 no-trump he is expected to hold two honour-tricks in 3 suits including a stop in the over-called suit.

[c] If the opener's partner bids 2 no-trumps after an overcall at 2 level, he is expected to have more strength. In fact his bid should be as strong as a 2 no-trump take-out of the opener's call of one in a suit. So also a 3 no-trump response after an overcall at 3 level.

II If an opening suit-bid of one is doubled, the responder may

[a] redouble with 1½ honour-tricks and a good fit in the opener's suit.

[b] redouble with 2 or more honour-tricks with good distribution except with a void in the bid suit.

[c] Jump in a new biddable suit with 2½ honour-tricks.

[d] pass with a poorish hand.

[e] take-out in his suit with a freakish distribution, and with the necessary winners and honour-tricks for a forced response.

Before leaving this subject of a suit-bid of one and response and defensive overcalls and rebids, it will be proper to deal with 'Sign-off'

and 'preference bids' in so far as they are applicable to them.

This sign-off means a weak reversion to an original bid. This is generally used in one No-trump opening calls where the responder feels that, because of the freak distribution of his hand, a contract at no trump may be defeated. But this is applicable to suit bids as well. If the opener bids a suit and his partner raises it, and at second chance the ~~opener~~ Responder rebids that suit it is a sign-off. It is also called a rescue bid meaning thereby that because of weakness in his suit he rescues the opening bid.

To illustrate

[a] 1 N. T. — 2 D.
2 N. T. s — 3D This 3 D is a sign-
[b] 1. S. — 2 S. [off
3 C. — 3 S. This 3S is a sign-off.

Showing preference This must be shown by the other partner when one partner has bid more suits than one. This showing of preference is done in the following manner:

[a] With equal length—prefer the first bid suit though in the second suit there are higher honour-cards

[b] With unequal length — prefer the longer

[c] With agreement in the second suit, pass unless you have additional values to reach a game.

[d] With a weak hand — sign off in the first bid suit.

[e] With a strong hand and a good fit in the first suit — Jump in the first suit

[e] With no agreement in both suits but with a strong hand with a re-biddable suit of your own.
—raise your suit.

Opener's bid at subsequent chances in a new suit is not forcing unless the bid is a jump one. If opener has 2 suits and bids one of them and the responder bids his own suit, the opener need not show his second suit if his hand has only minimum requirement. But if the bid of the second suit does not raise the bidding level, he can bid his second suit to show his hand pattern. But if during the bidding process a game is visua lised and there is bidding by either partner in a

major suit, he can at his next chance show another four-card major suit even if weak and headed by Q or higher.

When a player bids 3 suits and incorporates a jump in one of these 3 suits, it is an indication of a singleton or void in the 4th suit.

Part-Score Bidding: This relates peculiarly to rubber-bridge. Still I shall give the gist of it. It is here that Culbertson uses the expression 'Semi-force'.

[a] An opening bid of one in a suit should be considered semi-forcing.

[b] With a part-score of 40, 50 or 60, a suit bid of one in a major suit may be raised with less than minimum requirement.

[c] With part-score of 30, 40 or 50, a response of 1 no-trump is forcing for one round.

[d] Bids preemptive and forcing to game have the same meaning as in Duplicate Bridge subject to the following:

(1) Opening bid of 2 in a suit is forcing for one round only, even when a bid of one is enough for a game unless otherwise indicated. Such a two bid can be made with about 3½ honour-tricks.

(2) With a balanced hand of 5½ honour-tricks and more, it is better not to open with two in a suit, since such a bid will deprive you of the chance of an advantageous penalty-double.

(3) A response or jump to this opening two-bid is forcing.

[e] An opening bid of three or four in a suit is a shut-out bid. It means the same thing, with or without part score.

[f] A jump in partner's suit or bid in a new suit is forcing. But it is not forcing if by that bid, game is reached in part-score bidding.

[g] Avoid making an opening 2 no-trumps bid or a 2 no-trumps response since it will prevent a good penalty-double.

CHAPTER IV.

Opening Suit-Bid Of two.

This is one of the strongest of opening bids. It is forcing to game requiring partner to respond even with the weakest conceivable hand. It is therefore necessary that this bid is made in strict conformity with its requirements.

Requirements:

(a) There should be more than 5 honour-tricks spread over 3 suits and only one winner short for a game even if the partner's hand were blank.

(b) Freak hands may have less honour-tricks. With a hand pattern of 6, 6, 1, 0 or 7, 5, 1, 0 even 4 honour-tricks are enough.

[eg.] S. AK1097643 —H. AQJ—D. K6 —C.—

(c) The hand should have less losers than honour tricks.

(d) There is another method of calculation for this opening bid. It is as follows: Count your honour-tricks. Then count your winners. If the total of these 2 counts is 13 or more, you can open with 2 in your longest-suit. For counting winners the method adopted is slightly different from the one stated earlier. All suit lengths are counted as though they are side suits. [eg.] S. KQJ 1065 —H. A—D. AKQ3— C. Q3. Generally it is better with hand patterns of 4, 3, 3, 3 or 4, 4, 3, 2 to open 2 no-trumps even though the honour-trick requirement is good for an opening bid of two in a suit. Because the want of good length in a suit should act as a deterrant. But after the partner's response, the additional strength can be indicated to the partner. Further, control in all the suits is safer unless in freak hands and this will render reaching slam contract easy.

Response:

(a) With an intermediate bid by opponent and less than 1 honour-trick in the hand· —pass

(b) With less than 1 honour-trick and no long suit. —bid 2 no-trumps.

(c) With 1½ honour-tricks and no biddable suit. —bid 3 no-trumps

(d) With 2½ honour-tricks with or without ace. —bid 4 no-trumps.

This response of 4 no-trumps should not be confused with the conventional 4 no-trumps bid. But opener's bid of 4 no-trumps at his next chance is conventional and should be answered strictly correctly irrespective of the responder holding additional values or not.

(e) With 3 honour-tricks including at least one ace —bid 5 no-trumps

(f) With 1 to 1½ honour-tricks and adequate trump support —raise the suit

(g) With 4 or 5 trumps headed by Q and not having a singleton in the hand and any honour higher than a Q (i e.) with not more than a + honour trick. — Jump the opener's suit 2S—4S.

This is a weak response indicating the danger of going above game level.

(h) With a five card suit headed by K or QJ. —bid that suit.

(i) With a six-card-suit even without honour-trick —bid that suit

This opening suit-bid of two has been a field for many experiments and reserach work. Great and masterly exponents of the game have announced their views in the shape of conventions and I shall detail them below. But before doing so, I should place before you Culbertson's modification of this strong bid which is published in the 'Bridge World' magazine Febrauary 1953). This is styled by him as "The limit-forcing two bid" Its requirements are as follows:

(a) 1 winner less than for a strong 2 bid in a suit (i.e.) 8 winners including $3\frac{1}{2}$+ in honour-tricks.

(b) The trump suit should deliver 5 sure winners. Generally it should be a six carder or more with top-honours.

To illustrate,

(1) S. AKQJ53—H. A98—D. A53—C. 6 —2 Spades

(2) S. 72— H. AQJ10xxx — D. 5—C. AK9. —2 Hearts

(c) Sometimes this bid can be made with 4 winners in the trump suit.

In that case the honour-tricks in the hand should be between 4½ and 5½. To illustrate,
S. AK10652—H. 8—D. AKJ—C. AQ5 —2 spades

After this opening call, if the responder makes a negative response of 2 No-trumps and then the opener rebids his original suit only, it is a 'limit forcing bid'. It is no game force. The partner is under no obligation to bid further. But if the opener bids in a new suit even after a negative response of 2 no-trumps, it is forcing as in strong 2 bids.
To illustrate,

(1) 2S — 2 N.T.s
3S

This 3S is a limit forcing bid and shows that the original 2 bid is limit forcing.

(2) 2S — 2 N.T.s
3D. or H. or C.

This is not a limit forcing 2 bid. For, the rebid is in a different suit.

So also, if the responder's bid is not 2 no-trumps, then the opener's rebid even of his original suit is not limit forcing

(eg.) 2S — 3D.
3S

Thus the conditions which make this 2 bid a limit forcing one are

(a) The opener's partner should respond with 2 no-trumps

and

(b) The opener should rebid his original suit.

The advantage of this bid is said to be that it cuts losses by stoping at 3 level if partner's

hand were very weak. Some critics say that this bid is sometimes likely to lose a game contract since it casts no obligation on responder to reach a game. But this is met by the opener at his next chance making a game bid straightaway if he visualises a game in spite of his partner's weak response of 2 no-trumps. To illustrate

2S — 2 no-trumps
4S

Mr. Goren believes only in a strong opening 2 bid in a suit and states its requirements as 'within 1 trick of game'. According to him it is forcing and game must be reached. But a double raise of an opener's suit is a limit bid.

Some players in Britain and France and one or two teams of experts in America play 'weak 2 bids'. According to this convention, an opening suit-bid of two in spades or hearts or Diamonds is a mild pre-emptive bid made on hands with 1½ or 2 honour-tricks with a fair Six-card suit e.g.) S Q1097632 — H. 8 — D. AJ8 — C. 93. But an opening bid of 2 in clubs is, according to them, a strong bid and as strong as Culbertson's original opening suit-bid of two. This 2

club call guarantees no specific holding in clubs. The club suit may even be absent in the hand, The response to this '2 club' is as follows:

(a) With less than 1½ honour-tricks
— bid 2 Diamonds

This is a denial response irrespective of the holding in Diamonds.

(b) With 1½ honour-tricks and more—
bid in the normal manner

A response of 2 no-trumps is a strong one.

The continental view is that this open-'2 club' call is absolutely forcing to game while the 2 bids in other suits are not forcing. The British view as found in the 'Acol' Method is that all '2 bids' in suits other than in clubs are forcing for one round only. The '2 club' bid is forcing to game. But there is one break to it when it can be dropped at 2 no-trump call. The advantage claimed for it is, that, if the final contract is 2 no-trumps the strong hand is not exposed. This Acol convention adopts point-count method for no-trump bids and honour-trick valuation for other bids.

Mr. Culbertson is not enamoured of these departures and he characteries them as artificial and as waste of bidding time. But he is painfully conscious of the fact that this 'weak 2 bid' is spreading like a rash in the Bridge World. He therefore suggests that if players desire to adopt these departures, they may prefer the British method to others.

Some players support the idea that in a '2 call' in a suit, the responder should first show his Aces. With the Ace of trumps, he should raise the suit once. With a side ace, he should bid that suit. With 2 aces, he should ~~bid~~ bid 4 No-trumps. This follows the theory of 'Sim's three bid'. This was played in Early thirties and now forgotten.

There is one interesting rule intended to guide you in making an opening two-bid. It is said to be a short cut and an easy method. It says that on your hand add seven to your shortest suits. Divide the total by two (eg.) with 5, 3, 3, 2 distribution, the shortest suits are 3 and 2. Their total is 5. Adding 7 to it, it becomes twelve. Dividing it by 2, the figure is six. This indicates that 6 honour tricks are necessary on your hand to make an opening two call in your longest suit.

In respect of the above said '2 clubs' opening call there are three types, namely (a) ordinary 2 club (b) C. A. B. and (c) Acol. The ordinary 2 club and the Acol 2 clubs have been described supra. The C. A. B. method means club, Ace and Blackwood. Its variation lies in the fact that after an opening '2 clubs' call, the responder holding an Ace must bid at two level if in a major suit and at three level if in a minor suit since 2 Diamonds will be a denial response.

CHAPTER V.

Opening suit-bids of three and more.

There are very many occasions when a hand presents a ready-made suit and at the same time not strong in honour-trick valuation. Such hands form a large part of swing hands. It will be futile, with such hands to start the bidding at

1 level. And obviously they are not strong for an opening suit-bid of two. The next alternative is therefore to make an opening bid of three in a suit. This makes the partner recognise unmistakeably that no help is needed from him in that suit and enables him to concentrate on defence or attack according to his holding of long trump suit or honour-tricks.

Culbertson was originally having these opening suit bids of three as a 'Two Way Three Bid', meaning thereby, that this three-bid could be either a strong or weak bid as long as the solid-suit principle was observed. The philosophy and purpose of this two-way bid was inextricably attached to the asking bid system. But, since these asking bids themselves are not practised now by the majority of the players even in America, this two way bid has been simplified.

With regard to the requirements of this opening suit bid of three, it is better to keep in mind the distinction regarding major and minor suits. I may here observe that in his latest book Mr. Culbertson has not stressed this distinction. But personaly I feel that a difference in requirement particularly in the winners would be decidedly more helpful to players.

Minor suit requirement:

(a) A solid six or seven card suit.

(b) Not more than one outside honour-trick.

(c) A maximum of 7½ winners. When non vulnerable and in the 3rd hand six sure winners may be enough. In fact three bids in a minor suit are directly aimed at a possible three No-trumps contract

Major suit requirement:

(a) Solid six or seven or eight card suit

(b) Not more than one outside honour-trick.

(c) A maximum of 7½ winners. But with a solid minor suit and a four card or more in a major suit, it is better to start at 1 level. For, if partner responds in that major suit the opener can support him and reach a game.

Response:

In a minor suit bid

(a) With less than $1\frac{1}{2}$ honour-tricks or $3\frac{1}{2}$ winners —pass

(b) With $3\frac{1}{2}$ winners —raise the suit

In a major suit bid:

(a) With $2\frac{1}{2}$ winners —raise the suit

(b) With $1\frac{1}{2}$ to 3 honour-tricks and with no suit to take-out, or with no trump support. —bid 3 No-trumps

There should be at least 1 card in the opener's suit.

Suit take-out response:

In a major suit:

(a) With $2\frac{1}{2}$ honour-tricks and a strong rebiddable suit —bid that suit.

In a minor suit

(a) With $3\frac{1}{2}$ honour-tricks and a re-biddadle minor suit —bid the minor suit.

Any take out of an opening suit-bid of three is forcing for one round. The responder may call 4 No. trumps with 2 aces and a King of the bid suit. This is a conventional 4 No-trumps call.

Defender's Double:

A double of this opening three bid by the immediate opponent is a take out double. It indicates possession of 4 honour tricks and at least 3 cards in each unbid suit.

The doubler's responder should bid as follows:

(a) With 1½ honour tricks and a five carder, —bid that long suit

(b) With 1 hononur trick and a six card suit, —bid that suit

(c) With no honour-trick and freak distribution —bid the longest suit

(d) With length in the suit bid by the opponent and certain to defeat the contract, advantageously —pass

But this pass should be rare.

In respect of these three bids, there is a peculiar convention followed by a few and it is

called "Fishbein convention'. According to it, on an opening three call in a suit, if the next opponent call three in the next higher suit, it is equivalent to a take-out double and the doubler's partner should respond. But if instead of bidding the next higher suit the next opponent doubles it is a penalty-double. The requirements of this Fishbein opening suit-bid of three are less rigid with regard to the solidity of the suit.

Opening suit bid of four

Sometimes opening three bids, though shut-out and preemptive by nature, are not enough to block the opponent's bidding and conseqnently are ineffective. The opponents might still bid at 3 level consistent with safety and strategy. But it is not so with opening bids of four. Therefore these bids are less strong than opening three bids and are indicative of a freak distribution. To illustrate:

(a) S. KJ1097653 — H. 7 — D. KJ106 — C. — —Bid 4 spades.

(b) S.— H. 7 — D. KJ1097653 — C. KJ106 —Bid 4 Diamonds

Requirements:

(a) About 8 winners if non vulnerable.

(b) 8 sure winners if vulnerable. In either case the trump suit should win 6 or more of the total tricks. Generally an opening bid of four in a minor suit is not made. But if found necessary to make on the holding in the hand, the requirements are the same.

Optional double of opening bid of four in a suit:

This requires 3½ honour-tricks and a minimum of three cards in the unbid-suits. Partner may pass and his bid is optional. But this double should be taken out in the following cases.

(a) With 2 honour-tricks and a five-card suit if it is to be at 4 level.

(b) With 2 honour-tricks and a strong five card suit or longer if the bid has to be made at 5 level.

Oping suit-bids of five in a minor suit:

Requirements:

(a) About 9 winners if non vulnerable.

(b) Sure 9 winners if vulnerable.

(e. g.) S. 6—H. 5—D. KJ—C. AJ9876532
—Bid 5 clubs.

Opening suit-bid of 5 in a major suit or 6 in a minor suit:

These bids are not pre-emptive. Just like the higher opening No-trump bids they are immediate 'Slam tries'. They are based on missing top-cards in that suit. With regard to suit-bid of five in a major suit, it shows only 2 losers and both of them only in the suit called.

(e. g.) S. QJ109875—H. AKQJ—D. AK—C—

An openining bid of 6 in a minor suit is one step higher. It shows only one loser and that too in that suit only. This applies to an opening bid of 6 in a major suit as well.

Response:

(a) With one top-honour for a 5 bid in a major suit - raise it to six.

(b) With 2 top-honours for a 5 bid in a major suit - raise it to seven.

(c) With 1 top-honour for a 6 bid in a major or minor suit - raise it to seven.

Otherwise the responder has to pass. For these bids, the holding of outside honour-tricks including even Aces, does not count.

CHAPTER VI

Forcing Bids.

The credit for originating the forcing principle is claimed by Culbertson. This principle is now part and parcel of every convention and method of play in vogue with certain variations. It comes into operation at numerous stages of the bidding and in consequence is the subject of controversy, sometimes mild and at other times vigorous. Further, an incorrect understanding of the forcing bids, very often leads to incorrect and unhealthy final contracts. I might here observe that even experts have differed over what are forcing bids and what not.

Besides, the introduction of strength showing calls has added to the difficulty. In forcing bids, the momentum given is to be maintained till the goal set by it is reached. In strength-showing bids, it is within partner's discretion to push it up or drop it.

In view of these controversies and doubts, I have decided to collect below all the forcing bids together to enable the readers to have a comprehensive and detailed idea of what are forcing and non-forcing bids. No doubt I have mentioned these forcing bids when dealing with each type of opening bids but a complete view at a glance of this subject is necessary and useful. I shall therefore collect these forcing bids in respect of each type of opening bid.

1. **Opening bid of 1 No-trump:**

   (a) A suit take-out is forcing for one round. But it ceases to be forcing if there is an intermediate over-call or a double.

   (b) A jump suit take-out is forcing to game and a slam hint. Even with an intervening call or a double it is forcing at least for one round.

(c) A jump by opener at his next chance in the responder's suit is not forcing but strength-showing.

(d) A jump by opener at his next chance in a new suit is forcing to game irrespective of there being an over call or double.

(e) A 2 No trump response is not forcing. Nor is a 3 no-trump response. As stated supra a 3 no-trump response should rarely be taken-out.

(f) A jump overcall by opponent is not forcing on his partner.

2. **Opening suit bid of one:**

(a) A suit take-out is forcing for one round. It is so even if made after an overcall. But after an intervening take-out double it is not forcing, but is considered to be a weak bid with peculiarity in distribution.

(b) Raising opener's suit is not forcing.

(c) A jump by responder in a new suit

or in No-trumps is forcing to game. But after an opponent's take-out double it is forcing for one rond only. ~~After an opponent's take-out double it is forcing for one round only.~~ After an opponent's overcall it is still forcing to game.

(d) A jump in opener's suit is forcing to game only in a major suit and not in a minor suit where it is only strength showing. It is so even after an overcall. This is discussed in the 'Bridge World' Journal in 1947. But after a take-out double by an opponent it ceases to be a force and is pre-emptive.

(e) Opener's bid in a new suit at his next chance is not forcing. But opener's jump rebid in a new suit is forcing to game even if partner's response was a weak 1 No-trump. But if partner originally passed, this jump bid is not forcing. There is a peculiar convention called 'Lisbon Convention' played in some parts of the European continent and according to it opener's rebid in a new suit is forcing for one round.

(f) Responder's jump-bid in a new suit or jump in opener's suit is not forcing if responder originally 'passed'

(g) Mr. Goren of America is of opinion that a bid by responder in a new suit at his second chance after the opener has made a strength-showing bid, is forcing to game.

(e. g.) 1C – 1D
3C – 3H or S.

Other writers are of opinion that this bid in a new suit by responder is forcing irrespective of whether the opener has made a strength-showing bid or not except in the case of an one No-trump rebid by opener at his next chance. But Florence Osborne is of the view that even after an 1 No-trump rebid by opener, the responder's jump in a new suit is forcing to game.

(h) A jump rebid by either partner of two No-trumps is not forcing. So also Jump rebids by either partner of the suit called are not forcing.

(e. g-) (a) 1H – 1S   1C – 1D
2Nts.   or   1H – 2Nts.

(b) 1H – 1NT or   1H – 1S
3H   1NT – 3S.

(c) 1H – 1S
3S.

(i) Any bid in a new suit after rêaching game level or when the suit to reach a game has been agreed upon, is a game force and a slam hint.

(e. g.) 1S – 2H or 1S – 3S
3Nts – 4D or 4C.

Defender's bids:

(a) A take-out double by defender is forcing for one round usually but not when there is an intervening call or redouble.

(b) Partner's jump take-out of a take-out double is not forcing. But if the defender makes an overcall after an opening bid and his part-

ner jumps in a new suit, it is forcing for 1 round.

(c) The doubler's jump bid in a new suit at his second chance is forcing to game. But if the doubler's partner passed at his first chance, it is forcing for one round only.

(d) A jump over-call is not forcing. Nor is a jump bid by overcaller's partner of the overcaller's suit forcing.

(e) An immediate overcall of an opponent's suit is forcing at least for one round.

Passed hand:

The original 'pass' by a hand at its first chance conveys information of want of strength. Therefore, the response by this hand has some special meaning attached to it.

(a) One-over-one or even 2 over one by the passed hand, though they require the same minimum as if there were no pass, is not forcing.

Therefore if this 'passed' responder visualises a game he may give a shaded raise in his suit.

(b) Even a jump bid in partner's major suit is not forcing. If he desires a game he may make a triple raise.

(c) A jump in a new suit is not forcing.

(d) So also a jump bid in No-trumps is not forcing.

(e) When opener, after a pass by his partner makes a take out double, the passing partner should respond. Also, if opener after the pass jump rebids in a new suit, the passing hand is normally expected to respond with next to nothing. With a Yarborough he can pass.

Opening 2 No-trumps:

(a) This bid is not forcing.

(b) A suit take-out of this bid is forcing to game.

(c) A jump suit take-out is a slam hint. So also a jump in no-trumps by

partner is a slam hint and strength-showing.

Opening Suit bids of two:

(a) This is unconditionally forcing to game. Even with a denial bid of 2 No-trumps by responder, the opener's rebid in that suit or any other must be taken to game level. As stated above the new 'limit-forcing, two bid is an exception.

(b) A suit take-out of this bid or jump in a suit or in no-trumps is forcing, strength-showing and a definite slam hint.

Opening bid of 3 No trumps:

(a) This bid is not forcing. But a suit take-out which is short of a game is forcing to game.

Opening bid of 4 or 6 No-trumps:

Obviously these bids are not forcing. But it is equally obvious that these calls miss only 3 or 2 or 1 of the top-honours respectively. So,

the responder is under an obligation to raise if he has the above top-honour or honours. In that limited sense these bids are forcing.

Opening Suit bid of three:

This bid is not forcing.

(a) Any suit take-out of this bid is forcing for one round. But a response of 3 No-trumps is not forcing.

Opening suit bid of 4 in a major and 5 in a minor Suit:

These bids are not forcing by themselves

(a) If on these calls, the defender over calls with 4 or 5 No-trumps respectively, it is forcing for one round, being in the nature of a take-out double. But with an intermediate call, the force lapses. But this principle does not apply to opening suit bid of three because an overcall of 3 No-trumps over an opening suit bid of three, is not in the nature of a take-out double.

Opening bid of 5 in a major suit and 6 in a minor suit:

This bid is not forcing. As stated supra

this bid may be said to be a slam force in a limited sense. For, if the responder has the missing top-honour or honours he is bound to raise it to a small or big slam irrespective of his holding in other suits.

Grand Slam force:

This forms an optional section of Culbertson System. It is practised by well-known and tried experts. It is based on a proper and precise assesment of the partnership hands coupled with a good visualisation of the hands of opponents also. That is the reason why it is not used by beginners and average players.

Its requirements are:

(a) Any free bid of 5 No-trumps either by the opener or responder. This 'free bid' means that this is not preceded by the same player's call of 4 No-trumps or is not a conventional response to a previous artificial bid such as an asking bid or partner's 4 No-trump bid.

(e. g.) (a) 1D — 2H
5 No-trumps.

(b) 1H — 1S
3D — 3H
5 NTS

Response:

(a) Not holding 2 top honours in the agreed suit as KQ, AK or AQ, the responder should sign-off at 6 level in the agreed suit.

(b) Holding 2 top honours the responder should bid a grand slam in the agreed suit irrespective of his holding in other suits.

Several variations of this bid have been worked out by expert players all over the world. The idea is to have a graduated series of responses to this bid. Instead of signing off as in Culbertson system the answer may be made in the following manner.

(a) With no top honour but five in the agreed suit —bid 6 clubs

(b) With Q in that suit —bid 6D

(c) With Ace or King in that suit —bid 6 Hearts

This answer is possible if the agreed suit is spades. If the agreed suit is Hearts or Diamonds, the responder may adopt one less in this graduation. If Hearts are trumps, a response of 6 Diamonds shall show the Ace or King. Six clubs shall show the queen and 5 small trumps cannot be shown. If Diamonds are trumps a response of Six clubs shall show the Ace or King but the Q or the small trumps cannot be shown. If the agreed suit is clubs no answer is possible in this form.

CHAPTER VII.

Immediate overcall in opponent's suit and 'Cue' bids.

This immediate overcall is also called a 'cue bid', There are other 'cue bids' also.

This overcall was considered to be by far the strongest of all bids available to a defender. It was in fact classed as equal to an opening suit bid of two and therefore unconditionally forcing to game. The original requirements set out by Culbertson were as follows:

(a) At last 5 honour-tricks or freakish distribution which makes a game probable and safe even though partner gives no assistance.

and (b) First round control in the oppo nent's suit,

(e. g.) an Ace or void. In rare cases with a powerful hand and a singleton in the opponent's suit permitted this call.

(e. g.) Over an opponent's call of one club, an immediate overcall of 2 cluds can be made with the following hands.

(a) S. KQ106 — H. AKQ54 — D. KJ10 C. A.

(b) S. AKQ10542 — H- AKJ6 — D. KQ C. —

(c) S. AK75 — H. KQJ10 — D. KQJ6 C. 3.

But, with the passage of time and criticism by some experts that such a strong bid

exposed the opener's hand, and prevented penalty doubles, and for other reasons, the process of dilution of strength of this bid commenced. Mr. Culbertson yielded to this compelling change of view. In his latest Gold-Book he has reduced its requirements to 4½ honour-tricks or even 4 honour-tricks with a peculiarity in distribution and void in the opponent's suit. Further, he has reduced the game force to an one-round one though he says that it may be taken as a probable game force. In the September part of the 'Bridge World' Magazine of 1952, there is an Editorial note wherein it is said that this over call has absolute game force only if the overcaller at his next chance, jumps in a new suit after a minimum response by his partner. Readers may decide as to which view is preferable and practical.

But I am bound to point out that a great authority on Bridge play Mr. Silador writing in the 'Bridge World' Magazine under the heading "What is happening to the cue bid" deplores this flexible treatment of this cue bid. He strongly feels that this 'immediate over-call' should have the original requirements prescribed by Culbertson without being brought down in any manner.

The ascertainment of this 'Immediate' overcall has been the subject of wide discussion even among experts. To add to it, Mr. Culbertson himself has varied its requirements according to the stage at which it is made.

(e. g.)

South	West
1S	2S

Here Culbertson asserts that the usual requirements are necessary. So also with regard to the following illustrations.

South	West	North	East
1S	pass	pass	2S

But he has reduced its requirements if this over-call is indulged in at a later stage or in special bidding situations, where, applying the 'rule of eight' the overcaller cannot be expected to have between 4 and 5 honour-tricks. In such cases he has reduced it to 3 or 3½ honour-tricks.

(e. g.)

		South	West	North	East
	(a)	1H	1S	2S	pass
or	(b)	1H	1S	2H	3H

In both these cases, because of the previous bids, the overcallers cannot be expected to

have the strength prescribed for an 'immediate overcall'. In the above first illustration the overcaller in spades had the following hand. S. A2 — H. QJ94 — D. KJ1073 — C. A7. In the second instance the overcaller in Hearts had even less strength. Mr. Culbertson also says that this weaker one-bidder shonld have excellent support in his partner's suit.

This position does not present much of a problem, since there is only a reduction in requirements and the other guiding principle that there should be a first round control or 'at the worst' a second round control in the overcalled suit' is insisted upon.

But in his latest Gold-Book of 1950 he has taken a stand inconsistent in material particulars. He has brought into existence an 'over call' which does not require high honour strength or first or even second round control in the over called suit. But, on the other hand, he says that this overcall indicates weakness in the overcalled suit with support in the three other suits. He gives the following illustration.

West	North	East	South
1S	Double	pass	2S

Sōth's hand is as follows:- S. xx,-H.AJx D. Kxxx - C. J10xx. This hand presents only slightly more than 1½ honour-tricks. This may well makes us cry out "what a fall in immediate overcall oh Bridge players". But, being sub-consciously aware of this slide, he has changed the nomencIture of these overcalls as an 'immediate cue bid' in the case of the strong overcall and a 'cue bid' in the case of the less strong one.

The readers are therefore left to decide if these overcalls are immediate cue bids or cue bids only according to the progress of the biding.

There is yet another difficulty. These overcalls in adversary's suit get converted into **'Genuine bids'** meaning thereby that the overcaller expresses a desire that it should be taken as a real bid in that suit and that he is prepared to play in it. The conditions for understanding them as genuine bids are prescribed by Culbertson himself as follows:

(a) When the player or his partner had previously made a take-out double of the opponent's suit.

or (b) passed at a previous opportunity provided his partner has also passed.

To illustrate:

South	West	North	East
1D	Double	Pass	2D

The question now arises as to whether East's bid of 2 Diamonds is a genuine bid or not. Applying the first condition prescribed by him, it must be considered to be a genuine bid. But, in the chapter dealing with take-out doubles he gives the above illustration and calls east's bid of 2 Diamonds as a cue bid and not a genuine one. This inconsistency is not merely apparent but real. I had discussion with well-read Bridge critics. Some of them desired that overcall cue bids may well be relegated to the back ground and not practised. Others who believe in the entire system of Culbertson of which this cue-bidding is a part, evinced a desire to attempt at reconciliation. Readers may now consider if the deletion of the expression 'or his partner' in the first condition would rectify this incongruity. In such a case the overcall of 2 Diamonds may be taken as the new weak and attenuated cue bid.

But unfortunately he has offered us another difficulty.

Taking this illustration:

South	West	North	East
1S	Double	Pass	2C
Pass	2S.		

the question arises if West's call of 2 spades is a genuine bid or not. Applying the first condition it is a genuine bid. But in his latest book he makes confusion worse confounded by stating that this bid may be taken as a genuine bid or a cue bid. To quote his words 'He (the doubler) can bid 2 spades. This will be a forcing bid; but will at the same time show probable possession of strength in the opponent's suit'. If this call is capable of 2 interpretations how it is to be understood by his partner? It is logical to expect that a special bidding conveys one definite inference to be drawn about its nature. It will in my opinion, be best to treat this overcall as a genuine bid and not as a forcing one. This view will entail no further tinkering with the first condition for construction of a genuine did.

This point arose as a problem in the 1953 April part of the 'Bridge World Magazine'.

By following the discussion started by Mrs. Josephine Culbertson, we can easily perceive that there is a divergence of opinion based on two portions of Culbertson's own volume. It is a pity that this important question is in this quandary. But I feel that ere long Mr. Culbertson would take cogniance of it and set it right.

Other cue bids:

(1) Many writers in America have been advocating and practising ace-showing cue bids. In fact in the 'quizz' book of Mr. Goren containing 300 problems and in 'Sure Tricks' we find this cue-bidding freely employed. Mr. Culbertson calls this cue-bidding as too difficult for the average player and too simple for the expert. Still, he has devoted a few pages in his latest book to it. I am placing the details before you to enable you to be conversant with it.

This cue-bid is in the nature of a 4, 5 No-trump convention. This, instead of showing all aces at one bidding, indicates them one after another. In showing these aces, the rule is to show the lower ranking Ace first.

If, after this cue bid, there is a desire to sign-off, the bid must be regulated as follows:

(a) Bid 3 No-trump if the bidding is at that level

or (b) return to agreed trump suit

or (c) make a rebid below the level of agreed trump suit.

So that, if the partner bids the agreed suit, you may pass. This cue-bid does not invariably show aces. If, by inference, the ace of a suit has already been shown, this cue-bid indicates the hold of the next honour namêly the King.

This cue-bidding can be made even in a void suit. This can be done when the void suit has not been bid before and if this information is likely to be useful to the partner to reach a slam. This should be usėd only very sparingly.

Asking cue-bid:

After the opponents enter the bidding a player may find it necessary to make an asking bid in the opponent's suit. Since a bid in the oppenent's suit at the next higher level is generally considered to be a strong immediate overcall, the player must jump the bidding to make this asking cue-bid.

(e.g.)	South	West	North
	1H	1S	3S

This is an exception to the rule that an asking bid must be at 4 level. But when this bid is made, the response must be only at 4 level. This bid implies excellent support in partner's suit.

Some players take a jump overcall in the opponent's suit as a genuine bid in that suit with a desire to have the contract in that suit. In such a case this bid is not an asking cue-bid. There are no rules regulating the distinction between the 2 bids. It is a question of how particular partnerships agree to understand these jump overcalls (i. e.) whether as an asking cue-bid or a genuine bid. But readers have to deeply consider whether to empfy the 'Asking cue-bids at all after the complete revision of Asking-bids' by Culbertson in 1953 and detailed by me in the later chapters.

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CHAPTER VIII.

Doubles and redoubles.

A defender who has a hand as sound as the opener's or even more, has at his disposal many strength-showing bids and one such is a 'double'. Usually a double indicates that the doubler feels that the opponents may not make their contract.

These doubles come under more categories than one.

1. **Take-out double:**

A double is a takeout one (a) when made by the player at his first opportunity and (b) the doublers's partner has made no bid or has not doubled or redoubled. This take-out double can also be made by the opening bidder provided his partner has passed and provided the opening bid is not any no-trump or any suit bid of two or three. This take-out double can be repeated when his partner, whose obligation to respond has been released by an intervening bid, passed and thereby failed to respond to the take-out

double. But when the partner passes the first double for penalties, the 'pass' is construed as a bid and any subsequent double by either partner is for penalties only.

Requirements:

(a) 3 honour-tricks divided in 3 suits. If any one of these suits has less than 4 cards the intermediaries must be strong. Sometimes a defender in 4th position may double with 2 or 2½ honour-tricks in 2 suits and if his partner responds with some strength this partnership may get a part-score.

(b) 3 honour-tricks in 2 suits provided the hand has a rebiddable suit containing 4 trump tricks or more.

(c) This double implies strength in major suits. If the doubled suit is a major one, the double implies definite strength in the other major suit. If at times such support is lacking, the doubler should have other additional values. With

honour-tricks of 3 or 3½ only in minor suits, it is not advisable to double.

(e. g.) An opening bid of 1 Heart may be doubled with a hand like this:

S. KQ53—H. 72—D. AQJ5—C. KJ10.

Sometimes a take-out double can be made with less honour trick value which is made up by distributional support

(e. g.) An opening bid of 1 Heart can be doubled with this hand.

S. AJ109—H. 4—D. KJ108—C. QJ108.

This take-out double is also strategic in purpose. For example, with strength in 2 suits only and a biddable and rebiddable suit of his own namely S. 6—H. AQ73—D. AKJ654—C. 104, he may double, spade or club. If partner's response is in Hearts, game in that suit is possible. If the response is in clubs, the doubler can show his biddable Diamond suit.

Sometimes, this double is made with strength in opponent's suit. This is done when the doubler has one or 2 tricks in honours in the

opponent's suit or when the doubler has a long 5 cards or more in the opponent's suit.

(e. g.) On a call of 1 spade by opponent the defender may double with this hand.

(a) S. AJ10— H. KJ104 — D. AQJ10— C. J5

or (b) S. KJ10976—H. AJ65—D. AK—C .5

In the first illustration above, the doubler has a hand to go 2 No-trumps if his partner's response does not suit his hand or he can support his partner's call if his bid fits in with his hand. The second instance calls for great caution in handling. Usually after the take out double and a response by his partner, if the doubler overcalls the doubled suit it is considered to be a genuine bid. In such a case very often the doubler may be in the difficult position of being forced to play the game in the opponent's suit namely 2 spades if his partner's bid does not suit his hand.

Sometimes, a take-out double may be made not at the first chance but later. And this is done to reopen the bidding

(e. g.)	West	North	East	South
	1D	pass	1NT	pass
	2C	pass	pass	Double

Here South's double is a take-out double because his partner has passed. This is useful to obtain part-score or double later for penalties.

A take-out double at 2 level should be stronger than that at one level. An opener also can make a take-out double provided his opening bid was not 1 No-trump or above or any suit bid of two or more. In such a case the condition precedent is that the opener's partner has passed at this chance.

A take-out double can be repeated up to ~~game~~ 4 level in a suit

(e. g)	South	West	North	East
	1H	double	2H	pass
	pass	double	3H	pass
	pass	double		

All the 3 doubles by west are take-out doubles. But if North or South still goes to 4 Hearts and West doubles again, it is a penalty double.

If a take-out doubler's partner pases the

double even without an intervening overcall and even with an obligation to bid in the normal course, his pass is equivalent to a bid and any subsequent double is a penalty-double.

(e. g.)	South	West	North	East
	1D	double	pass	pass
	2D	double	—	—

After a take-out double, if the next opponent overcalls and the doubler's partner doubles it, it is a penalty-double.

(e. g.)	South	West	North	East
	1D	double	2D	Double

But Dr. Fielding Reid a great Bridge critic in his article in the 1953 February part of the 'Bridge World' Journal under the heading 'A new take-out double' suggests a different view. He contends that the double of a raise or preemptive raise of the same suit doubled already by his partner, should also be considered to be a take-out double. He calls it a 'responsive-double'. This is to indicate that the second doubler has strength in all the 3 other suits. In such cases the typical distribution in the responsive doubler's hand is 4, 4, 4, 1 or 5, 4, 4, 0.

To illustrate

South	West	North	East
1D	double	2D or 3D	double

East's double is according to him a take-out double. To minimise the disadvantages of this new double. Dr. Ried adds that if, after this responsive double, the opener rebids the same suit and it is again doubled, it is a penalty-double. Mr. Culbertson in reviewing this article says that this new take-out double is worth consideration and in the next issue he even goes to the length of saying that this may be adopted.

Response:

(a) Without an intermediate bid there is an obligation on partner's part to respond. But he may pass if he has good strength in the doubled suit and feels sure of defeating the contract.

(b) With an intermediate bid, the obligation ceases. The response is regulated as follows:

(1) Generally bid the longest suit.

(2) With ½ honour-trick and less and with two 4 cards suits, bid the suit which can be shown at 1 level and if both suits are biddable only at the same level, bid the lower ranking one.

(3) If the 4 card suit is the one bid by the opponent and the rest are of three cards only, bid the lower ranking suit But if the lowest is a 2 card suit, bid the next higher.

(4) With more than ½ honour-trick, bid your longest suit.

(5) With a 4 card major and a 5 card minor suit, bid the 4 card major suit, since the take-out double implies strength in the major suit.

(6) With 1 honour-trick and more and control in the doubled suit, bid 1 No-trump. But if the 1 honour-trick is a mere Ace, it is better that 1 No-trump is not called but a weak response made.

(7) With 1½ or 2 honour-tricks and no

strong 4 or 5 card suit, bid 1 No-rump even if there is no stop in the doubled suit.

Business-double:

This is also termed 'penalty-double'. This double is made purely to get penalties of a substantial nature from the opponents. It is therefore best that the 2 trick rule is kept in mind. It means that the doubler should be sure of defeating the final contract by at least 2 tricks. Sometimes, cpponents may submit themselves to those penalty doubles, on a mathematical calculation of the points which they might lose by these doubles and comparing them with the points they might lose if the opponents make a positive bidding. The bids which are so sacrificed on this mathematical basis are called 'sacrifice bids' and form part of strategy.

Any double is meant for penalties if made,

(a) When partner has bid, dcubled or redoubled; or partner has made a penalty pass of a previous take-out double.

(e. g.) 1H — double – 1S — Double

(b) Even when the partner has not bid

if the double is not made at the first opportunity

(e. g.) 1C — Pass ~~1S~~ 2C —Pass.
pass Double

(c) Whenever the doubled suit is in no-trump or 4 of a suit or higher.

(d) When the player who doubles has made an opening bid in No-trump or two or more in a suit

(e. g.) 1NT — pass —pass — 2H
double

These penalty-doubles come under 2 s namely

(a) Light double

(b) Tight double.

A light double, is a double of an opponent's e contract which, even on the fulfilment ontract, will not be sufficient for a game

(e. g.) double of 1 in a major suit or up to two in a minor suit.

Requirements:

(a) The doubler should have about $2\frac{1}{2}$ honour-tricks.

(b) The doubler should be short in the partner's suit i. e. usually 2 cards if a major and 3 cards if a minor suit.

(c) The doubler must have at least 10xxx or Qxx in the doubled suit:

Response:

(a) The doubler's partner should usually pass this double if his hand is of balanced distribution containing no singleton or void.

(b) If the partner has a six card major suit and only minimum honour-trick strength, he may take this double out.

(c) If the partner has a singleton or void in the doubled suit he should invariably take this double out. For, with an unbalanced distribution in his hand and with about $2\frac{1}{2}$

honour-tricks with the doubler, the partnership may have a chance of making game. Secondly, there is the danger that the opponent having a similar peculiar hand may make the contract and sometimes even get extra tricks. These light doubles are generally made when partner opens the bidding and the opponent overcalls.

Tight double:

It is a double which when defeated would give opponents a game. It is based on an actual count of defensive winners. In so valuing the hand, the doubler should count his honour-tricks count the guarded honours in the doubled suit including ruffers, add the minimum honour-tricks if shown by the partner and subtract the total from thirteen. If this limit is 2 tricks short of the opponent's contract, this double is justified. Also, the doubler should almost be certain that the penalty points would be more than the possible game points for his side.

These doubles should rarely be taken out. The cases where they could be taken out are:

(a) Where he has made an original

loose, irregular or wrong bid and thus put the doubler on the wrong track.

(b) When his hand is peculiar in distribution which the doubler may not be aware of, and which fact may enable the partnership to obtain a more advantageous trick score or possibly not defeat the opponent's contract.

Optional double:

This double was originally called 'Co-operative double'. The new name is said to be more expresive.

These doubles are used when opponents have made pre-emptive non-forcing suit bids of 3 or 4. With regard to an opening suit-bid of three I have stated above that, to avoid confusion it may be taken as a take-out double unless the doubler's partner is sure of defeating the doubled contract of the opponents. The double of an opening suit bid of four is said to be an optional double. Sometimes, even the double of an opening 1 No-trump bid is said to be an optional

double. But generally speaking, all doubles other than take-out doubles are not forcing for one round even. There is no obligation to take them out. Thus the distinction between the various types of penalty doubles is more theoretical and less substantial.

There is yet another type of double called 'close double'. This is announced by Mr. Goren in his book ' contract Bridge Complete'. This is generally made of slam or near slam contracts where the doubler's hand is not very strong but presents a possibility of defeating the contract by the closest margin. There is one disadvantage in it namely that it gives the opponent a clue to locate the cards for a finesse or drop etc. This double should therefore be avoided as far as possible.

Redoubles:

A redouble is a double of a double. It is the 'you are another' answer to the opponents assertion that they would defeat the contract. Its technique, nature, quality and requirements have been dealt with supra at the appropriate places. But the question whether to redouble or not should be decided on considerations of

(a) Vulnerability, (b) the amount of the contract (c) Safety and (d) Strategy. As a rule unless there is a possi-bility of one over-trick at least, a redouble is not worth while, since the risk is great. In slam contracts especially in major suits there is a decided advantage in redoubling. But, that re-double alone is safe, which takes into consideration the most unusual distribution with the opponents.

CHAPTER IX.

Slam bidding

The mathematics of slam-big and small, and when vulnerable and non-vulnerable is with in the knowledge of every player. Although slams come up in about 5 per cent of the deals, their premiums are so great that they control about 40 per cent of the player's total profit and loss column. In duplicate bridge its controlling influence is very great.

The real question in slam bids would be 'when does a player begin to expect a slam contract'. He can have this expectation,

(a) When a trump suit is available in which there is no loser or at the most one loser and (b) When the combined honour-trick holding of the partnership shows: (1) 6 honour-tricks if the hand of either partner is a freak containing a void suit or 2 singletons or (2) 6½ honour-tricks if the distribution is unblanced with a singleton or (3) 7 honour-tricks if the distribution is balanced without a singleton or void and (c) ~~and~~ when the combined hands contain at least 11 sure winners.

A small slam can be called if the 12th trick depends on only one favourable circumstance namely squeezing, drop etc. A big slam can be bid when 12 tricks are certain and the 13th trick will fail only in the case of a bad or abnormal break.

Generally, prefer slams in suits to those in no-trumps. For, suit bids have one additional advantage of ruffing value. With a normal distribution of 4, 3, 3, 3, or near about it, it is always best to add one honour-trick to the usual slam requirement particularly in no-trump slams.

For, a successful slam requires generally a long suit to cash.

A slam try may be free or forcing. A free slam try means a free bid or response higher than a game contract

(e. g) 1S — 3H
5S

But this bid does not compel the partner to bid a slam. It depends on the additional values in his hand

The forcing slam-try at the level of 4 or higher leaves partner no option to pass but compells him to reply. Of course there are several conventions which I shall deal with later.

In Culberston system apart from conventional methods there are separate methods of slam bidding namely the 'direct' and 'indirect' methods. According to the direct method, a bid at a higher level than a game is a slam try (e. g.) an unnecessary bid of five in a major suit or a bid of 4 No-trumps after a 3 No-trump call. The indirect method includes cases where bids are made which are unnecessary if game alone were the aim of the partnership.

(e. g.) 1H — 3H
4D

Indirect slam bids may take any one of 2 forms namely

(a) unnecessary and

(b) preference bids

(e. g.) 1) 1D — 1H
3H — 4C
4D The bids of 4 clubs and and 4 Diamonds are unnecessary bids for a game.

2) 1D — 1H
3H — 4D The bid of 4 Diamonds is an unnessary preference bid.

CHAPTER X

4, 5 No-trump convention of Culbertson and Blackwood.

This famous convention of Mr. Culbert-

son. was first criticised by many players in England, who thought that its precision in showing Aces amounted to playíng with exposed hands and therefore subject to the rules of penalty cards. The Portland club itself first took that view. Through the efforts of Mr. Mobbs Chairman of the cards committee of that club, this view got changed. Then it was widely used. But in the recent past, it has not been in much use even in America. Therefore, Mr. Culbertson himself being aware of it has incorporated Blackwood's 4, 5 No-trump convention as part of his system. In the 1950 Edition of his Gold Book, he has stated that even those who announce they are playing according to his system are expected to follow Blackwood's convention in regard to 4, 5 No-trumps, unless they further announce that they are sticking to the old Culbertson 4, 5 No-trump bids. But I should not ignore it since there are still many players following it and believing in it. It is as follows:

A bid of 4 No-trumps at any stage of the bidding subject to certain exceptions is unconditionally forcing and calls for a reply.

Its requirements:

(a) a holding of any three aces.

or (b) a holding of 2 aces and a King of any suit bid by either partner.

It is generally used when the bidding has reached 4 level except in rare cases where information is conveyed earlier.

Response:

(a) With a void or Ace in any suit — bid that suit.

(b) With Ace of bid suit or Kings of all bid suits and added values — bid 6 in the best trump suit.

(c) With no ace or void or Kings of all bid suits—sign off in the lowest suit.

(d) With 2 aces or 1 ace and Kings of all bid suits—bid 5 No-trumps.

A void is not counted as an ace when making a 5 No-trump response. Nor is it counted as an ace for making a 4 No-trump bid. Sometimes, when the responder feels that the contract above game level may not be safe, he may answer incorrectly to act as a discouragement. This

cannot be done by the responder in the case of an opening suit-bid of two which is later followed by this 4 No-trump call.

Exceptions where 4 No-trump call is not conventional:

(a) When the responder jumps to 2 or 3 No-trumps on a suit-call of one.

(b) When the responder calls every time no-trump and later calls 4 No-trumps. This is an indication that he does not desire a slam try.

(c) When the opening bid is 4 No-trump.

(d) When the defender calls 4 no-trumps on an opening call of 4 in a suit. Here the 4 no-trump call is in the nature of a take-out double and must be taken out by the doubler's partner.

(e) When the response is 4 no trumps to an opening bid of 2 in a suit. But if the opener bids 4 no trumps at the later stages of the bidding, it is conventional.

(f) When there is a response of 4 no-

trumps to an opening bid of 2 no-trumps. In this case it is best that the responder first takes-out in a suit and then calls 4 no-trumps. But if, after a suit-take-out by the responder if the opener bids at his subsequent chances 4 no-trumps, it is conventional.

(g) When neither partner has bid a suit

(h) When it is a direct raise of responder's jump bid of 2 no-trumps.

(e. g.) 1C—2NTs.
4NTs.

With regard to this convention the expression 'bid suit' means only a genuinely bid suit and not a suit which is immediately over-called or a suit used for 'Asking bids'.

A 4-no-trump conventional call if followed by a 5 no-trump call is an indication of the holding of all the 4 aces.

Blackwood convention:

There are 2 curious episodes in connection with this convention of Mr. Blackwood, a

great player and author. Over 15 years ago, he sent a typed copy of this convention to the Bridge Magazine having the largest circulation. After some days it was unceremoniously sent back with a rejection slip. That convention which shared the above fate is now used by millions of players and has become part of even Culbertson system. The second and more astounding episode is that great authors including Culbertson are still publishing this convention incorrectly. To me it appears inexcusable.

But when I read Mr. Backwood's "Human Element in Bridge" the reason for this mistake was made plain. He states that not one of these authors including Culbertson and Goren wrote to him for permission to publish it or ask for a correct description of it. The solitary exception to it is Mr. Jacoby. Blackwood adds that when they did not tell him before publication, he did not care to correct the mistakes made by these authors.

I am therefore not extracting hereunder this convention as found in the Gold-Book of Culbertson or in the other treatises of famous authors, but am culling it out in detail from Mr. Blackwood's book itself. The common mistake

committed by all publishers except Goren is that the answer to this 4 no-trump call by the responder holding all the 4 aces is 5 no-trump. But the correct answer is only 5 clubs, though no doubt 5 clubs will be the answer for a hold of no aces. Still the partnership can very easily undersand if the answer means a hold of 4 aces or no aces. The advantage of this answer is that the caller can again use a 5 no-trump bid, to ask for Kings which he cannot do if the responder's answer is 5 No-trumps.

Great many writers including Mr. Culbertson say that one of the handicaps in this convention is that voids cannot be shown. But that proceeds again on an incorrect understanding of it. There is provision in it for showing voids in certain circumstances.

This bid of 4 No-trumps asks partner 'How many aces do you hold'.

Requirements:

This conventional call should be used only when the following conditions exist:—

(a) When the asker feels that there is a good slam chance.

(b) When the asker has a safe spot at 5 level regardless of the nature of the partner's response.

(c) When the only information needed to reach a slam is the possession of aces. Otherwise it will ámount to 'using an axe to grind an egg'.

Illustration:

North: S. 7— H. A10873 — D7— C. AQ8642.

South: S.A—H. KQ962—DJ965—C. K105.

On south's opening call of 1 Heart, north's hand is an ideal one to ask for aces.

Answers to this call:

(a) With one ace — bid 5 diamonds.

(b) With 2 aces— bid 5 hearts.

(c) With 3 aces — bid 5 spades.

(d) With all aces or no ace — bid 5 clubs.

Do not count void as an ace for responding.

There are 2 exceptions where this 4 no-trump call is not conventional.

(a) A player who originally bid 1 no-trump and after his partner's response and rebid in a suit later at 4 level, takes the bidding to 4 No-trumps, it is a sign-off showing a misfit in the responder's suit.

(b) When his partner responds with 2 No-trump and later 3 No-trumps, and after a suit bid by oponents, the opener bids 4 No-trumps.

Minor Suit rule 1 and 2:

(a) If the agreed suit is clubs, the asker should hold 2 aces in his hand to use this bid.

(b) If the agred suit is Diamonds, the asker should hold at least one ace.

Showing voids:

(a) When responder has a Void and his response would call for a bid of 5 in that suit, he can if the hand justified it call six in that suit.

To illustrate:

If diamond is the agreed suit, the answer 6 D. shows 1 ace and a void in a suit.

If Heart is the agreed suit, the answer 6 H shows 2 aces and a void in a suit.

If Spade is the agreed suit, the answer 6 S shows 3 aces and a void in a suit.

If the responder has a void and his response should be in a suit lower in rank than the agreed suit, he should tell his aces only. Then if the asker signs off, the responder can call 6 in the agreed suit.

When the 4 No-trump bidder, after his partner's response, bids five in a previously unnamed suit, he asks the responder to close the contract at 5 No-trumps.

Any ace which has been shown already by a cue-bid by either partner should be exoluded when giving the answer.

The bid of 5 No-trumps following a 4 no-trumps call is asking for kings. It must be answered as follows:-

No King	—	6 clubs
1 King	—	6 Diamonds
2 Kings	—	6 Hearts
3 Kings	—	6 Spades
4 Kings	—	6 No-trumps.

If you call 4 no-trumps and then, after a negative response of 5 clubs for no aces, call 5 no-trumps it is an indication of a hold of all 4 aces in rubber bridge only and not in duplicate bridge where even with one missing ace 5 No-trumps can be called.

There is no direct bid of 5 no-trumps. It is only Culbertson's Grand Slam Force. If an opponent puts in an interference bid after this 4 no-trump call the responder is still to answer as follows:-

(a) Holding no aces — pass.

(b) For each ace held, bid one suit-rank higher than the interference bid.

Culbertson's latest '4, 5 No-trump Convention.

As detailed in the chapter on 'Asking bids' Mr. Culbertson has completely remodelled his 'Asking bids' and the trump-asking convention in

it is styled '4, 5 No-trump convention'. The Blackwood 4, 5 No-trump method also has been modified and fitted into the new Asking-bid. Consequently his old '4, 5 No-trumps' and Blackwood's 4, 5 No-trumps will be of live interest only to those who are not taking to the new-asking bids or to those who use them before making an 'Asking bid' at all in particular deals.

Norman convention:

It is a variant of Blackwood's convention. According to this an ace is counted as 1 Point and King as ½ point.

If there is a conventional 4 no-trump call, the answer under this is as follows:-

With 1 point or less	— bid 5 Clubs.
With 1½ points	— bid 5 Diamonds
With 2 points	— bid 5 Hearts.
With 2½ points	— bid 5 Spades.
With 3 points	— bid 5 no-trumps

Some players answer slightly differently under this convention as follows:-

With 3 Kings and 1 ace — 5 Spades.

With 2 aces & a King — 5 No-trumps
With any 3 points total — 6 Clubs.

With regard to this asking for aces, there is another convention called '4 club convention'. This is used for showing aces by calling '4 clubs' instead of 4 no-trumps. The answer should be as follows:-

(a) With no ace — 4 Diamonds.
(b) With 1 ace — 4 Hearts.
(c) With 2 aces — 4 Spades.
(d) With 3 aces — 4 No-trumps.
(e) With all aces — 5 Clubs.

If there is no 5 club response, the asker may call 5 clubs for information about Kings and the answer shall be in the same schedule as above

CHAPTER XI.

Asking Bids - Old and New.

This principle was introduced by Culbertson in 1936. He felt that it was the greatest advancement in the science of bidding. Unfortunately it turned out to be his 'greatest psychological failure'. Even in 1946 it ceased to be the basic part of his system. It is a difficult principle to master. It is a tax on memory. Its ramifications are many. Therefore, only experts and experienced players can use it. Just as its accuracy can be deadly if mastered, it is capable of great mischief if imperfectly understood or followed. Whatever the reason, it is now in disuse by the majority of players. The British Acol method continues to use it. Others who believe in the entire Culbertson system are using it.

I shall extract it in detail.

These are suit-bids of four or more

subject to the exception of asking cue-bid. They must be in a new and unbid suit. The ultimate trump suit should have been explicitly or impliedly agreed upon by the partnership before-hand. When more than one suit has been bid and raised, the last bid suit is the agreed one. These bids can be made even after an opening 2 bid. These bids are artificial ones and do not indicate biddable suits. These bids are usually used only in cases where the players see from their hands that the greatest number of losses is 3 or less.

Response:

(a) With 2 or more cards in the asked suit not headed by Ace or King, Sign off by rebidding the agreed suit.

(b) With singleton or King of asked suit and no outside ace, sign-off.

(c) With singleton or King of asked suit and an outside ace or void, bid outside ace or void.

(d) With singleton or King of asked suit and ace of agreed suit, Jump in agreed suit.

(e) With ace or void, in the asked suit-raise the asked suit.

(f) With ace in the asked suit and one outside Ace or a singleton or King in the asked suit and 2 outside aces, bid 4 No-trumps

(g) With ace in the asked suit and 2 outside aces or a singleton or King in the asked suit and 3 outside aces, bid 5 No-trumps

When responding, a void in the asked suit counts as an ace only for raising the asked suit, but not for responding four or five no-trumps.

Subsequent Asking-bids:

After an asking bid, any bid in a suit not agreed upon as the trump suit is an asking bid.

Repeat asking bids:

If, after an original asking bid and sign-off by the responder, there is a repeat asking bid in the same suit, the answer should be as follows:

(a) Bid No-trumps at the asked level if there is second round control.

(b) Bid the suit with an ace, if there is third round control in the asked suit and an outside ace. If there are 2 aces, show one of them.

(c) Sign off again if the requirements in (a) & (b) are absent.

If after a response of 4 no-trumps, there epeat asking bid in the same suit, the must be as follows:-

(a) With second round control in asked suit and 2 outside aces-Sign-off.

(b) With ace in the asked suit and an outside ace, bid the outside ace suit.

If the outside ace is in the agreed suit, jump one trick higher in the agreed suit.

If, after a response showing second round control and an outside ace, there is a repeat asking bid in the same suit, the answer should be as follows:-

(e. g.) 1S — 3S.
4D — 4H (Response). Here 4D. is an asking bid and 4H. is the response. It shows second round control in Diamonds and Ace of Hearts.

(a) With 3rd round control in asked suit and nothing outside to show other than what has been shown before: bid 5 No-trumps.

(b) With no third round control-Sign-off in the agreed suit.

3rd round control & outside void or 2nd round control not shown - show it,

Even among experienced players there is a good amount of confusion as to whether a bid is 'Asking' or not.

(e. g.) (a) 1H — 4S

(b) 1S — 4H

(c) 1D — 4C

(d) 1H — 4D or C

In these cases the bids at 4 level are not 'asking'. Mr. Culbertson himself at one time felt that the above may be asking bids. But even in 1936 he has corrected that view in his book under

the heading 'Latest Modifications'. The rule is, that before an 'asking' bid is made both partners must have bid and not only one of the partners. Asking bids can be used in cases where there is a no-trump bid and a suit response or vice versa. But they cannot be used where there is a no-trump bid and no-trump response only.

Where the suit is not expressly but only impliedly agreed upon, the asking bid should be only at one higher level (e. g.)

1S — 3H. In this illustration if the opener bids 4 clubs at his next chance it is a genuine bid. But his bid of 5 clubs which is at one higher level is an asking bid. Because § Hearts is the agreed suit only by implication. But if the opener's 1S is responded with 3S, the opener's bid of 4 clubs will be an asking bid since the suit is agreed upon expressly.

Asking bids can also with advantage be used in combination with 4. 5 No-trumps convention and also grand slam force.

Choice between Ace and void:

(a) With second-round control in asked

suit and an ace in another suit and a void in another suit, the responder should first bid the Ace suit.

(b) With ace in the asked suit and a void in another suit the responder should first show the void suit.

(c) With void in the asked suit and ace in a side suit the responder should first show the Ace suit. The principle underlying these answers is, that the control in the outside suit should be shown first.

Asking-bid after an opening suit-bid of two:

To show second round control in the asked suit, the answer must be as follows:–

(a) With no ace but only second-round control in asked suit–Bid 4 no. trumps.

(b) With singleton ~~second-round control~~ in asked suit and a singleton in agreed suit–Sign-Off.

(c) With K. or singleton in asked suit and 2 outside aces or trump ace + another, Bid No-trumps at one higher level

As 'immediate overcalls' are considered to be as strong as an opening suit bid of two, Asking bids, after such overcalls should elicit answers which are the same as for opening suit-bids of two. An asking bid by the defending overcaller or by the take-out doubler or their partners should elicit the same answers as for asking bids by suit bidders of one or their partners

If an asking-bid is doubled by an opponent, the answer should be as follows:-

(a) With a hand for signing-off only pass

(b) With second-round control only in asked suit: redouble

(c) With second round control in asked suit and ace of agreed suit bid the trump suit at the lowest level

If after an asking bid, the opponent bids in a suit, the answer should be as follows:-

(a) With a hand for signing-off-pass.

(b) With second round control and an outside ace-bid the outside ace suit at the same level if possible.

(c) Sometimes with a hand for signing-off a useful penalty double can be made.

The New Asking-Bid:

As stated by me supra Culbertson owned that the "Asking-Bid" was his greatest technical victory and worst psychological defeat. But in his articles commencing from August, 1953, in the "Bridge world" Magazine, he asserts that this defeat is only temporary. He has devised a 'new Asking-bid' which, according to him, is the re-emergence of his 'Asking-bid' completely and greatly improved and a definitive solution of the problem of slam bidding which is now in confusion due to the numerous conventions practised by players including experts.

Since the old Asking bid has been announced by me in detail in the earlier pages of this chapter, I shall hereunder mention only the new departures and variations in the new asking bid.

(a) After a suit has been raised, any bid in a new suit at the level of 4 or higher is an asking-bid. To this has now been added this formula namely 'or if no suit has been raised, any

unnecessary jump in a new suit at the level of three or higher is an asking-bid.' This unnecessary jump bid is a bid which is one trick higher than necessary for a forcing takeout or rebid (e. g.) 1H — 3S. (Response). This response of 3 Spades is a new Asking-bid.

Culbertson contends that this level of bidding 3S. was an idle one before and of little use and consequently this new asking bid now occupies that level usefully. But this call of three Spades was useful before as showing weak honour-tricks and a good length and freak distribution in Spades. This position will have to yield now to the new asking bid and the players have to judge for themselves if this yielding is with or without advantage. Secondly, this runs counter to the earlier view that a condition precedent to making an asking bid is that both partners should have bid. Thirdly, readers have to revise their view in respect of preemptive responses (e. g.) 1S. — 4H. This is now an asking bid and not preemptive. The agreed suit is always the one immediately preceding the first asking bid.

When no suit has been raised, an unnecessary jump in a new suit by the opener is an asking bid.

(e. g.) 1H. 1S.
4D.

In respect of an opening two bid in a suit, an unnecessary raise is an asking bid.

(e. g) 2H. — 2N.T. .
4D.

(2) Since the first asking bid can now be made even at three level as stated above, the response to it shall be the same as for the old asking bid except that it is at one level lower.

(e. g) 1D. — 3H.

The response to this asking bid of 3H. will be 3 no-trumps if the answer to it would be 4 no-trumps under the old asking bid. The answers to this new first asking bid are the same as for the first old asking bids.

Second asking bid and responses:-

After the first asking bid and response a bid in any suit except the agreed trump suit is a second asking bid.

(e. g.) 1C. — 1S.
3S. — 4D.
4H. — 5C.

This bid of 5C. is a second asking bid though the opening bid was 1 club, because Club is not the agreed trump suit but only Spades.

The object of the second asking bid is to obtain information about second round control usually at 5 level. The main difference between the old asking bid and the new second asking bid is that the line of difference between the first, second and third asking bids is drawn sharply and pointedly. In the new second and third asking bids, the question of Aces is not raised at all. The responses to the second asking bid are ~~are~~ as follows :—

(a) With neither King nor a Singleton in the asked suit — Sign off.

(b) With King in the asked suit and with an outside King (not in the agreed suit) — Bid the suit of the outside King.

(c) With King in the asked suit and 2 outside Kings — Bid the suit next higher to the asked suit in which there is King.

(d) With King in the asked suit and

the King of trumps — Bid a jump in the agreed suit

(e) With King of asked suit and no outside King — Bid No trumps on the asked level. Whenever feasible it is best to keep the responses to five level.

When the King-showing response has to be at six level, no outside King or Singleton may be shown if it is above the sign-off level of the asking bidder.

Voids are treated as second round controls. Raise the void suit only when it has previously been suppressed or not yet bid.

There is one exception regarding response to a second asking bid which is as follows:- If the response to the first asking bid was a sign-off, the second asking bid in a new suit is treated as a first asking bid to elicit the usual answers.

(4) Third asking bid and response:-

The purpose of the third asking bid is to find out the queen or doubletons i. e. third round controls. This is generally at 6 level and is used to reach grand slams. No doubt, some of the

third asking bids may be at five level if the first asking bid was made at three level and in such a case, this bid is useful to reach small slams.

Responses:- at six level.

(a) With no queen or doubleton in the asked suit — Sign off. Voids or singletons are no longer counted.

(b) With queen or doubleton in the asked suit and an outside queen — Bid the suit with outside Queen provided it is below the sign off level, so that he does not force the asker to a seven bid in a suit or six in no-trumps. For this response a doubleton in an outside suit does not count.

(c) With Queen in the asked suit and no outside queen —Bid 6 no-trumps or if this asking bid is at five level bid five no-trumps.

(5) **Trump asking Convention or 4-5 No. trump convention:- After any asking bid and response,-**

a bid of four no trumps is a trump asking convention requiring partner to give information

on the key cards of the agreed trump suit. The responses should be as follows:-

(a) With only J or less in trumps-bid 5 clubs.

(b) With one of 3 Top honours in trumps namely A or K or Q.–Bid 5Diamonds.

(c) With two top Honours in trumps — Bid 5 Hearts.

(d) With 3 top Honours in trumps—Bid 5 Spades.

If after a response, the asker follows it up with a bid of five no trumps he requests specific information on the length of partner's agreed tramp suit. The responses should be as follows:-

(a) With 3 trumps or less—Bid 6 Clubs.

(b) With 4 trumps—Bid 6 Diamonds.

(c) With 5 or 6 Trumps—Bid 6 Hearts.

(d) With 7 or more trumps—Bid 6 Spades.

If because of the sequence of bidding, the original asker is not able to use the bid of 4

no trumps, he should use 5 no-trumps to start with and it shall elicit the above answers at the appropriate level. In this case, there is no follow-up with 6 no trumps to find out length.

It will be thus clear that the old four-five no-trumps convention of Culbertson or of Blackwood cannot be used after an asking bid is made under the new Asking-bid convention. But the interest in them is kept alive since they may be used before making an Asking-bid. Secondly, for those who do not believe in the new Asking-bids, they are available for use as before.

(6) The Blackwood 4, 5, no trumps convention is now modified to fit in with the new asking bids as follows:—

(a) It should be used only before any asking bid is made.

(b) The agreed trump suit is only the first suit bid by the four no trump bidder.

(e. g.) 1 S.—3 H.
3 S.—4 No. trumps

Here the agreed trump suit is only Hearts and not Spades.

(c) After the use of 4 no-trumps of Blackwood and Ace-showing response, Kings can be explored either by 5 no-trumps of Blackwood or by a new Second asking bid.

(7) Asking bids in opponent's suits:-

This may be made in two situations-after an opening bid by his partner or by his opponent. In the case of an opening bid by partner and an overcall by opponent, the responder's jump bid in the opponent's suit is an asking bid in the opponent's suit. The jump is necessary to convert it into an asking bid since a ~~new~~ mere raise will be taken as an immediate overcall implying the possession of Ace or showing a void.

(e. g) 1H.—1S. (opp) —3S.

This is an asking bid in opponent's suit. The response to this bid must be a conventional one made for the first asking bids. This is a game force and a slam hint and slam possibility depends on the response being positive.

After this asking overcall and response, any bid except in the agreed suit is a subsequent (2nd) asking bid.

Readers might also compare the old

asking Cue bids dealt with in the chapter on Cue Bids.

All these asking bids completely eschew Ace-showing cue-bids and the Gerber 4 club convention.

In all asking bids, the asker is the Captain and virtually the dictator. The responder cannot start a little asking of his own after a final contract is reached by the asker. Except making responses he should be silent to the end.

These asking bids are said to work accurately with the playing-trick valuation even more than in point-count or Honour-trick valuation.

Fulwiler's asking bids:

I should now place before you for consideration a new asking bid evolved by Mr. Fulwiler, a great player and critic. This is also described in the 'Bridge Magazine' Journal. This bid also insists on agreement in a suit as a condition precedent. But the next bid in a new suit at the immediately higer level is an asking bid.

(e. g.) 1S —2S
3C —

This 3 clubs call is an asking bid. It asks for Ace, King, Singleton or void in that suit The reply is based on Blackwood's system of graduation namely.

(a) With no Ace, King, Singlton or void in that suit — answer with 3 Diamonds

(b) With a Singleton— bid 3 Hearts.

(c) With a void—bid 3 spades.

(d) With a King—bid 3 No-trumps.

(e) With an ace—bid 4 clubs.

(f) With an Ace & King — bid 4 Diamonds.

If after this answer, the asker bids in the cheapest suit other than the agreeed suit, it is a repeat asking bid. It askes the partner if he has the K or Ace or Q of the agreed suit. But if the asker bids another suit not the cheapest, he asks for information not in the agreed suit but only in the asked suit.

CHAPTER XII

The 'Roth - Stone' System.

According to my conception it is only a method. Its authors are Messrs. Roth and Stone who are two great players and critics and they claim it to be the best 'System' in the world. They further add that it restricts the range of individual action to a 'no choice' problem and if correctly practised it gives no chance for a lament or regret as 'I am sorry partner' for some mistake or other in bidding. To a possible objection that perfected method is very often uninteresting and uncolourful their answer is that with their 'jump and weak pre-empt, opening psychics and with the balance of power previleges', there is tremendous room for 'colour'.

Mr. Myron Field a great writer on Bridge Play, says that this system has great merit but that it has serious weaknesses also. Since it

is played for the last few years even by some excellent Tournament players I am giving the gist of it hereunder and it is for the readers to appraise it from their own standards.

It deals mainly with 11 heads of bidding namley:—

I. Sound opening bids in first and second positions and consequently light opening bids in third and fourth positions;

II. Sound Free bids;

III. Sound overcalls regardless of vulnerability;

IV. Opening Shortclub or Diamond bids, in preference to opening bids of 4 card majors;

V. The two over one response in a new suit to partner's opening bid as guaranteeing another bid;

VI. The immediate trump raise in the majors as a constructive, invitational bid (e. g.)

1S.—2S, or 1C—1H.

2H

VII. Standard no-trump openings with variations in responses;

VIII. Weak preempts in all positions, the strength depending on vulnerability;

IX. The jump preempt over partner's and opponent's bids;

X. The opening psychic as a specialised bid;

XI. Constant application of the 'balance of power' principle.

I shall now elaborate each of the above in some detail.—

I. An opening bid in first or second position must have a minimum of:—

(a) 11 points in high cards preferably 12 points based on 4, 3, 2, 1 point-count

(b) 13 points including distributional values, optional-14 points preferred.

The mere holding of these points is not enough. The hand must contain additional values or a minimum of three defensive honour tricks

with preference being given to the hand containing 'body' namely nines, eights and sevens alone or in combination with honour-cards.

In consequence, an opening bid by the third and fourth hand may be made with 10 to 11 points or even 9 points with good distribution. But such a hand should not rebid at the next chance.

II. An immediate free bid by the responding hand whether in a new suit or in partner's suit or in no-trump guarantees a definite minimum of:–

(a) At one level-10 to 11 points including distributional values;

(b) 10 points for 1 no trump;

(c) At two level in partner's suit-10 to 11 points including distributional values;

(d) At two level in a new suit-12 to 13 points including distributional values;

(e) At three level in a suit-13 points including distributional values.

Any subsequent free bid by the respond-

ing hand or any free bid by the opener promises additional values.

III. An immediate over-call when vulnerable or not, guarantees a hand equivalent to an opening bid and possession of a five card or longer suit. The requirement may be reduced or increased according to the overcall being at 1 level or 2 level.

IV. If a hand qualifies for an opening bid, and does not contain a five card or longer major suit, it must be opened with a minor suit. The opener must have at least three cards preferably with one top honour in the suit bid.

V. The two-over-one response in a new suit to partner's opening bid whether made by a passed or unpassed hand, guarantees another bid and virtually assures game except when partner has opened light in third or fourth position. The requirements are 12 to 13 points including distributional values. Slight lee-way is allowed for a passed hand. The Gorton-Churchill method also assures a similar guarantee in 2 over one responses.

VI. An immediate trump-raise by the responder guarantees

(a) 9 to 11 points including distributional values if in a major suit;

(b) 6 to 9 points including distributional values if in a minor suit.

An immediate raise from 1 to 2 level by the opener in Responder's suit guarantees

(a) Four trumps or three top honours;

(b) More than a sound opening bid either in honour strength or in distributional values.

VII. The requirements for an opening one or two or three no-trump bids are the same as in other Standard methods. The minimum 16 points one No-trump opening bid, is not recommeded for a hand without 'body'.

The variation in this 'System' is in the response to an opening 1 No-trump bid. The responses should be as follows:—

(a) The bid of any suit at two level is an one-round force and two of a major suit guarantees a five card or longer suit;

(b) The opener is required to bid a four card major over a two club or 2 Diamond response.

(c) Over a response of three in a suit which is a type of jump pre-empt the opener must ordinarily pass.

It is said by the authors that the above 3 responses are peculiar to their 'system'.

VIII. An opening preempt must conform to the following requirements:—

Non-Vulnerable:-

(a) A six card or longer suit;

(b) 7 points or less in high cards;

(c) Reasonable expectation of winning within 4 tricks of the preemptive contract.

(d) Not invaiting a 3 No-trump response

Vulnerable:-

(a) A semi-solid six card or longer suit;

(b) 9 points or less in high cards;

(c) Reasonable expectation of winning within 3 tricks of the pre-emptive contract and within two tricks if opponents are non-vulnerable;

(d) Inviting a 3 No-trump response.

IX. Jump pre-empts fall into 3 classes namly

(1) Jump overcalls;

(2) Jump responses to an opening one bid and;

(3) Jump responses to an opening 1 No-trump bid;

(1) Jump overcalls:-

If Non-vulnerable:-

(a) Maximum of 8 points;

(b) Strength concentrated in that suit only;

(c) Within 4 tricks of the preemptive contract.

(d) Usually a broken suit.

If Vulnerable:-

(a) Maximum of 10 points;

(b) Strength concentrated in that suit only;

(c) Within 3 tricks and if opponents are non-vulnerable within 2 tricks of the contract;

(d) A solid or semi-solid suit.

(2) Jump response:-

(a) Less than 6 points;

(b) A five card or longer suit.

(3) Jump response to an opening 1 No-trump bid:

(a) Maximum of 4 points;

(b) Six card or longer suit

X. The opening psychic bid is primarily a lead directing bid and must meet the following requirements namely:—

(a) A range from 3 to 6 points;

(b) A minimum of 4 cards in that suit;

(c) A balanced hand not worse than 5, 3, 3, 2 distribution;

(d) Virtually a complete bust outside the bid suit.

This bid is usually employed when not vulnerable against vulnerable opponents. Also the psychic bidder must pass at his next opportunity.

XI. As generally the requirements for an opening bid of one are set fairly high, it is best to apply the 'balance of power' principle as a protection. In point-count method, where stress is laid on competitive bidding, poor scores follow as a result of allowing opponents to play contracts at low-level.

Protection takes place as follows:—

(a) Double preparedness for all unbid suits or a self sufficient suit with a minimum of 9 points;

(b) Reopening suit-bid or 1 No-trump bid denies the strength required for a double;

(c) Reopening 2 No-trump bids requests

the partner to bid the stronger of his minor suits. This applies only where you and your partner have passed throughout the auction and the opponents have bid one or both of the major suits.

CHAPTER XIII.

Point-count Bidding:-

I have sufficiently indicated in the earlier pages that the point-count method does not appeal to me. I have also said in my preface that I am announcing in this volume all other methods and conventions prevalent in the Bridge world. While this book is in print Culbertson has published his treatise on 'point-Count Bidding' and it has been sent to me. Further, I feel on a reconsideration that a method adopted by a good percentage of advanced players also, should not be left untouched by me. I am therefore giving

the gist of this method with particular reference to Culbertson's scientific point-count bidding.

The point count is older than auction or Contract Bridge. It was first used in whist by Dr. William Pole to determine the trick-taking value of high cards. In auction and Contract Bridge it was known as No-trump Count since it was used for valuation at No-trump bids. Later Milton Work attempted to adapt it to trump-bids.

There are today in use the following 4 types namely:—

	A	K	Q	J	10
(a) Four Aces method	3	2	1	½	–
	Total 26 points				
(b) Robertson method	7	5	3	2	1
	Total 72 poidts				
(c) Acol and Baron	4	3	2	1	½
	Total 42 points				
(d) Milton Work	4	3	2	1	–
	Total 40 points				

Of these the 40 points count is the most popular. Even this has many varieties which are still increasing in number:-

In the new Culbertson method the 4 3 2 1 count is used for high card valuation. The table of point count for it, is as follows and is called High Card Point Count.

Ace	4 points
King	3 points
Queen	2 points
Jack	1 point.

Correction point:

Add 1 point for all 4 aces in one hand. Deduct 1 point for a singleton King or Q J alone in a plain suit.

Rule of 3 and 4:

At no-trump bids only the high-card table is used. At trump bids besides the high-card count, the rule of 3 and 4 is used for valuing low cards and ruffers. The low-card point count is as follows:—

Ace	4 points
King	3 points
Queen	2 points
Jack	1 point.

Count long suits as

Each trump over 4	1
Each card over 3 in side suit ...	1

At bids in no-trump or trump, add 1 point for 4 aces in one hand.

Deduct 1 point for singleton K or QJ alone.

At trump bids, deduct 1 point if the hand contains no aces.

When raising No-trump bids add 1 point for a five card suit headed by K or Q10 or better and do not deduct 1 point for K or QJ alone.

Expectancies:

20 to 24 points belong to part-score zone

25 points belong to both part-score and game zones

26 to 29 points belong to game zone in major suits and no-trump.

29 to 31 points belong to game zone in minor suits.

32 points belong to both 5 level and small slam zones.

33 to 36 points belong to small slam zone.

37 points belong to Grand slam zone.

Raises of opening suit bid of one:

Count high cards without correction and in all suits over three add 1 point. For 6 or more trumps add 2 points. For void or 2 Singletons add 1 point. Holding 3 trumps only deduct 1 point. Holding 4, 3, 3, 3 deduct 1 point.

Declarer's revaluation:

To your original count add 2 points holding 6 or more trumps. For the 4th trump not counted before add 1 point. But do not add 1 point for 4 card trump suit unless your partner has raised it twice.

Rule of twenty-four:

This is for an opening 2 bid. It is counted as follows:-

(1) Count all high cards by 4, 3, 2, 1 method. But count only 2 points

for King and 1 point for Queen if you do not have another high card in it.

(2) for 100 honours in any suit or suits add 1 points.

150 honours ... add 2 points.

(3) for Each card over 4 in every suit add 2 points.

Finer points of hand valuation:

(1) **Solid Suits:**

(a) Add 1 point for each suit (trump or plain) in which you have 100 honours.

(b) Add 2 points for each suit (trump or plain) in which you have 150 honours.

In rebid situations even a combination like AJ10 or KJ10 without the fourth honour is worth an extra point.

(2) **The problem of tens:**

(a) Add 1 point for two tens if each is

accompanied by one higher honour in any suit trump or plain – in rebid situations. So also add 1 point if there is one ten if preceded by 2 higher honours in rebid situations.

Opening No-trump bids:

The strong 1 no-trump theory was introduced by Culbertson in 1934 and almost all methods and conventions now believe only in a strong no-trump bid. In 1928 Culbertson introduced the light no-trump theory. It is now practiced by some players including experts. But it is indulged in only when non-vulnerable or against weak opponents based on psychology. The danger of it against strong opponents is obvious. The light 1 no-trump bid requires 13 to 15 points.

1 No-trump:

Open with 16 to 18 points and balanced distribution The hand must have no worthless doubleton and at least 3 suits must be protected. With hands that qualify for a no-trump bid but contain less than 16 points bid one of a suit and follow it up with 1 No-trump.

With hands containing 19 to 21 points bid one of a suit at start and follow it up with 2 or 3 No-trumps.

Response:

(a) With no five card suit and less than 8 points pass

(b) With no five card suit and less than 8 to 9 points bid 2 no trumps

(c) With no five card suit and less than 10 to 14 points bid 3 no-trumps.

(d) With no five card suit and more than 14 points try a slam bid.

(e) With a five card suit headed by K or Q 10 or better and a balanced hand, responder needs 1 point less.

(f) With balanced hands (e. g.) six card suit or 2 five card suits and the like and 8 points, responder should bid his suit and with sufficient count of 10 points if 6 carder and 12 points if 5 carder, he should jump in his own suit.

A suit take-out is an one-round force. A rebid of the same suit at a mimimum level is a sign-off.

2 No-trump bids :-

Open with 22 to 24 points, a balanced hand and all 4 suits protected.

Response :-

(a) With 3 to 8 points bid 3 no-trumps.

(b) With a five card major and 3 points in high cards bid the suit.

(c) With a six card major – bid the suit.

(d) With 9 to 10 points bid 4 no-trumps. Opener should bid 6 no-trumps with 24 points, 5 no-trumps with 23 points and pass with 22 points.

(e) With 11 to 12 points bid 6 no-trumps.

(f) With 13 – 14 points ... bid 3 in a suit and then jump to 6 no-trumps at next chance thereby inviting a grand slam.

(g) With 15 points ... bid 7 no-trumps.

3 No-trump bids :-

Open 3 no-trumps with 25 to 27 points, a balanced hand and all 4 suits stopped.

Response :-

(a) With 5 points in high cards and a five card suit ... bid the suit.

(b) With 6 to 7 points – bid 4 no trumps

(c) With 8 to 9 points – bid 6 no-trumps.

(d) With 10 to 11 points–bid 4 diamonds, as an artificial bid and follow it up, with 6 no-trumps. It is so because, a response of 4 Hearts or 4 spades might be passed. A response of 4 clubs asks for aces.

(e) With 12 points – bid 7 no-trumps.

Opening suit-bid of one :-

(a) With 14 points or more, open the bidding invariably.

(b) With 13 points usually open the bidding. But if there is no rebidable suit pass if you are first or second hand.

(c) With 11 points only in high cards and a minor suit strength, pass.

(d) With 12 points and a good rebiddable suit or with 12 points in high cards, a biddable suit and a good rebid, or with 11 points in high cards and 2 biddable suits, open the bidding.

Response :-

(a) With 4 points and below ... Pass

(b) With 4 points and a biddable suit – Bid your suit if it is at one level.

(c) With 5 points and 5 trumps in openers' suit ... Raise the suit.

(d) With 6 to 10 points and adequate trump support – Raise the opener's suit.

(e) With 6 to 10 points ... Bid one over one.

(f) With 10 points and a suit ... Bid two over one.

(g) With about 6 points and no biddable suit ... Bid one no-trump

(h) With 11 to 13 points ... Bid your suit and at the next chance give an encouraging bid.

(i) With 13 to 17 points ... Bid a game force or one round force with a subsequent game bid.

(j) With 13 to 16 points ... Bid 2 no-trumps.

(k) With 16 to 18 points ... Bid 3 no-trumps.

(l) With 13 to 16 points + good trump support, Jump the opener's suit.

(m) With 18 points — Bid a game force (i. e.) jump bid in a new suit.

(n) With 21 points and more — Bid to insure a slam.

Opening suit-bids of two:

The rule of 24 is to be followed. It has been detailed earlier.

Response:

(a) With less than 7 points — Bid 2 No-trumps.

(b) With 7 points in high cards and upwards including at least an Ace, or King. — Bid a suit or raise partner's suit if there is support.

(c) With 7 to 9 points and no biddable suit or with no-trump support for raising partner's suit.
— Bid 3 no-trumps.

Opening preemtive bids:

This point-count method is not very useful in these bids, since these are based on playing-trick values. But it may be stated that such bids should not contain more than 10 points in high cards except third or fourth hand which may, even with stronger hands open 4 Hearts or 4 Spades so long as there is no slam possibility.

The main requirements and responses may be translated into point-count valuation from honour -trick and distributional and plastic valuations in the main Culbertson system.

Rebids by opener:

With 12 to 13 points the opener is in minimum zone; so also with 14 to 15 points. Unless the responder gives an encouraging bid, there is no game possibility and the opener has to be content with part score. So also with regard to 14 to 15 points. With 15 to 17 points if partner has responded with 2 over one, the opener may rebid at three level. With 16 to 19 points the opener has a good hand, and can make strength-showing or forcing rebids if his partner's response is positive. With 20 points and above, the opener's hand is a powerful one and he can make appropriate bids based on the quality of the partner's original response.

Rebids by the responder·

When the responder's hand is only in the minimum range and he has given a weak response of one no-trump or simple raise of opener's suit, he has no problem. His partner will pass.

But if the partner (opener) still makes an encouraging bid, the responder should carry him to game with 8 – 10 points but pass with 6 or 7 points. But if partner (opener) makes a reverse bid, the responder should keep the bidding open even with 7 points. If opener rebids with a strong 2 no-trumps, the responder with 8 or more points should raise it to 3 no-trumps; or bid a five card suit. He should pass with less than 8 points. If there is a good four card support and 8 or more points he can jump to four in opener's suit.

With 10 to 13 points, an encouraging rebid can be made even when opener makes a minimum rebid though reaching game is not obligatory. Sometimes with 12 or 13 points a slam may be possible if the opener's rebid is encouraging, forcing or strengthshowing.

With 13 to 17 points, game is certain. If opener makes an encouraging bid and hints a slam try, the responder may take up the invitation.

With 18 points and more the partnership is in slam zone and the responder after his

forcing bid shall rebid on the basis of the encouraging nature or otherwise of the opener's rebid.

Slam Bidding:

In the point count method slams can be reached by combining point-values. With 29 - 30 points in both hands if it is felt that either partner may have a reserve of 3 or 4 points slam can be tried. With 31–32 points in both hands, a bid above game is justified, inviting partner to bid slam if he has slight added values. Either a cue-bid or an unnecessary bid of five should be used and not the Blackwood convention. With 33–35 points, a small slam should be bid if the trump-suit has one or no loser. If information about Aces is necessary, Blackwood convention may be employed. With 36 points and above try for or bid a grand slam. Blackwood should be used to check controls.

Takeout doubles:

Requirements:

(a) 13 or more points – it is just the same as the requirement for an opening bid;

(b) Support for all unbid suits or a hold of a strong rebiddable suit.

(c) A minimum of 10 points in high cards is necessary.

This take-out double if made by the opener after his partner's pass, requires a minimum of 16 points. And if made after both opponents have bid it requires two more points.

Responses :–

(a) With zero to 11 points bid your longest suit at the lowest possible level.

(b) With 11 points and more-jump in your longest suit or in no-trump.

(c) With 7 to 10 points and a stop in opponent's suit-bid 1 no-trump.

If your right hand opponent makes a bid after this double, pass with less than 6 points. With 6 or 7 points, bid a conditionally biddable suit if possible at one level. With more than 7 points proceed to bid ignoring the opponent's bid. If right hand opponent redoubles, adopt the same procedure as if he made a bid.

Penalty-doubles :-

The point count for this is as follows :-

Ace	4 points
King	3 points.
Queen	2 points.

4 cards in opponent's suit	1 point.
5 " " "	2 points.
Each sure trick in trumps	3 points.
A probable trick in trumps	2 points.
A possible trick in trumps	1 point.
4 cards in partner's suit	Deduct 2 points.

With 23 points in partnership hands, you have a good penalty double of a contract of one or a contract of 2 Hearts or two Spades. With 20 points in both hands, you have a sound double of a contract of 3 or of a contract of two Clubs or two Diamonds.

CHAPTER XIV.

The " Modern Gladiator System " of bidding.

This is yet another method or convention in bidding. It adopts with one minor change the technique of "Asking Bids" of Culbertson; follows the Blackwood convention with modification; and recognises the 'Waiting bids of Herbert' of Austria.

This 'System' was founded in 1940 by the late Dr. Bruce Mackenzie of Auckland and elaborated later by his colleagues in particular Charles Eastgate and Sen Mckillop who have jointly published a book on it in 1953.

The basis for hand valuation in this convention is the point-count method of 7, 5, 3, 1, (i.e.) 7 points for an Ace, 5 points for a King, 3 points for a Queen and one point for a Jack.

This gives a total of 64 points for the whole pack of cards. But the authors state that players accustomed to honour-trick valuation may bid on the following basis namely,

12 points — $1\frac{1}{2}$ Honour-tricks approximately
18 points — $2\frac{1}{2}$ " "
28 points — 4 " "
40 points — 6 " "

They admit that bidding can never be an exact science and that a player should almost often use his own reasoning and not solely rely on his memory.

I. Opening bid of '1 Club'.

This is said to be the Key-bid of this convention. It is sometimes made with as few as 18 points. It might also cover a high honour-strength of 42 points and above.

This bid is forcing for one round. It denies a five card or longer suit in Diamonds, Hearts or Spades. As regards the Club Suit itself, it may show only one club in the hand or six or more.

Response:

a) 1 Diamond

This is a 'Herbert' response and is in the nature of a Waiting bid and is forcing for one round. It may indicate (1) a bust hand or (2) a little high-card strength but with no biddable suit or (3) a balanced hand with no biddable suit with more high card strength very near an opening hand or (4) a hand with low point count but good distributional value which can be shown later. This response gives the message that he may have 12 poφints but no biddable suit or a biddable suit with less than 12 points. This response does not promise anything in the way of Diamond. But after a take-out doble, it shows a real Diamonds suit.

(b) 1 Heart or 1 Spade:

These show the biddable suit and a minimum of 12 points. These are not forcing for one round even.

(c) Two Clubs or Two Diamonds:

These also are not forcing responses even for one round. They show a five card suit

or longer one They show slightly greater playing strength since they are at 2 level.

(d) **Two Hearts or Two Spades:**

These also are not forcing for one round even. They indicate a half-way between a minimum suit take-out, and a game force. They are encouraging responses and indicate a five card or longer suit and a minimum of 5 playing tricks.

(e) **One no-trump:**

This response is a game force. It indicates that the responder has a hand good enough to open the bidding and with about 19 points. There are 2 exceptions to this game force namely (1) if the responder is a passed hand and (2) if the opener rebids 2 No-trumps and thereby shows only minimum strength, the responder may pass if he thinks fiit. This response does not show the usual no-trump distribution. This response is game force even if made after an opponents' overcall.

(f) **Two no-trumps:**

These are forcing to game. They indi-

cate (1) 28 to 33 points with 4, 3, 3, 3 or 4, 4, 3, 2 distribution. With over 33 points and unbalanced distribution it is better to respond with one No-trump. The opener may after this response bid (a) 6 No-trumps direct with about 25 points or (b) bid 4 No-trumps with 22 points and thereby invite a slam if possible or (c) show a biddable suit.

(g) Suit response at 3 level:

These are game forces. They indicate preferably a seven card suit with the minor suit solid.

(h) Suit response at 4 level:

These are not forcing at all. They must me made only in the major suits. They are shut out bids.

Rebids after a positive response of 1 Hearts

(a) To show minimum strength only re-bid 1 No-trump or 1 Spade if biddable.

(b) To show encouragement - rebid 2 Hearts with supportable Hearts suit.

(c) To show strength-rebid 2 No-trumps or 3 Hearts if supportable.

(d) To indicate game force-jump rebid in a new suit.

II. Opening Suit-bids ot 1 Diamond or Heart or Spade:

These bids require (a) a minimum of 18 points if there is no peculiarity in distribution and (b) a five card or longer suit.

Response :-

(a) A simple suit take-out is forcing for one round and indicates about 12 points. A raise of opener's suit is not an encouraging response.

(b) **1 No-trump:**

It is not forcing. It shows 12 points and no biddable suit. It guarantees no particular holding in the opener's suit.

(c) **2 No-trumps:**

This is a game-force. It shows a balanced hand with 2 or 3 cards in

opener's suit and about 16 to 19 points.

(d) **3 No-trumps:**

This is not forcing at all. It indicates about 28 points or 4 honour-tricks. It is an invitation for a slam.

(e) **Jump in the trump suit:**

It is a game force except when responder is a passed hand. It indicates 20 to 28 points with at least 4 trumps headed by one or two honours.

(f) **Double jump to a game:**

It is not forcing. It shows good trump support and good distributional value. It is also a shut-out one. It does not indicate good defensive strength but shows offensive value such as ruffing.

(g)- **Jump-bid in a new suit:**

It is a game force. It is by far the

strongest response. It promises 25 to 28 points or more and a good share of first and second round controls.

III **Opening bid of 1 No-trump:**

It requires a minimum of 28 and a maximum of 35 points. The expected distribution is 4, 3, 3, 3 or 4, 4, 3 2. A distribution of 5, 3, 3, 2 is not frowned upon; but the short suit must be headed by at least the Queen. A bid of one No-trump even as an overcall requires the same strength and not less.

Response:

(a) With 12 or more points and no particular distributional features, bid 3 No-trumps.

(b) With less than 8 points, it is best to pass.

(c) With 10 or 11 points-bid 2 No-trumps

(d) With 8 or 9 points, bid 2 Clubs,

This is an artifical response. This always requires the opener to bid 2 Diamonds. The responder will then go to 2 No-trumps. This is to indicate that his raise was a weak one.

(e) With a minimum of 12 points and a fair five card suit, bid the suit. This response is forcing to game except 2 Clubs.

(f) A response of 2 Diamonds besides showing a game force, also suggests a possible major suit contract at 4 level in preference to a 3 No-trumps contract. The opener has to bid his 4 card major if any. If not he can wind up with 3 Notrumps

(g) A 2 Club response is an artificial one and not forcing. It is used when the responder has a six-card or longer suit but with no requiste points. The opener rebids 2 Diamonds and now the responder will show his real suit and the opener

can decide whether to drop there or reach game level.

(h) A suit take-out response after an overcall is not forcing. But a jump bid in a new suit is forcing to game.

(i) On a suit take-out by responder, if the opener raises the suit to game level, it is a slam hint.

(j) If there is a slam possibility on assesment, the responder should call three clubs. This is conventional. The opener should rebid,

(a) 3 Diamonds with 28 or 29 points.

(b) 3 Hearts with 30 or 31 points.

(c) 3 Spades with 32 or 33 points.

(d) 3 No-trumps with a good 33 or 34.

IV. **Opening 2 and 3 No-trumps:**

(a) With 36 points and 4, 3, 3, 3 distribution — open with 2 No trumps.

(b) With at least 40 points and 4, 3, 3, 3

distribution — open with 3 No-trumps.

The responses are as for opening 1 No-trump bids. A suit take-out is forcing to game except 3 Clubs.

V. Opening suit bids of 2 Diamonds, Hearts or Spades:

These bids are not forcing even for one round. They promise 7 to 8 playing tricks, a good high card strength and about 29 point.

(e. g.) S. A4 — H. KQJ642 — D. KQ3 —C. K9.

Response:

(a) With less than 8 points — pass.

(b) With 8 points and above and a biddable suit — bid the suit. A suit take out is forcing for one round.

(c) With 8 points and no biddable suit — bid 2 No-trumps. This is forcing for one round.

(d) With about 16 points — bid 3 No-trumps. This is not forcing.

(e) With about 16 points and trump support — raise the suit. This is a game force.

(f) With about 27 points — bid 4 Clubs. It is a modified Balckwood Convention and a game force.

(g) With about 22 points and peculiar distribution and Trump support — bid 4 Diamonds. This is an asking bid and a game force.

VI Opening suit bids of 2 clubs:

It is a game forcing opening bid. It shows a hand varying from 29 to 42 points. There should be at least 9 playing tricks in the hand. It is an artifical bid and does not guarantee any good club suit or any club even.

Response:

(a) **2 Dimonds:**

This 'Herbert' response is artifical. It denies possession of 8 points.

(b) **2 No-trumps:**

This shows a balanced hand with 8

to 12 point and no biddable suit.

(c) **2 Hearts or 2 Spades:**

This shows a minimum of 8 points and a biddable suit.

(d) **3 Clubs or 3 Diamonds:**

It is the same as a response of 2 Hearts or 2 Spades.

(e) **3 No-trumps:**

This shows 14 to 19 points with no biddable suit.

VII **Opening suit bid of three:**

It may be in a minor or major suit. In a minor suit it promises partner 7 playing tricks and a sold minor suit with all top-honours. It suggests a final 3 No-trumps contract. In a major suit, it promises a seven card suit and seven or eight playing tricks It is enough if the suit has 2 or 3 honour cards. It is weaker than the minor suit bid. The response is guided by a chance of 3 No-trumps on a minor suit opening and game if on a major suit opening. Additional

strength in responder can be shown by a bid in a new suit or in no-trumps. If there is much strength the conventional 4 clubs or asking bid can be pressed into service.

VIII Doubles:

There are two types namely takeout and business-doubles:

A take-out double can be made with about 22 to 24 points. No data are given to find out what are take-out doubles but players must use their knowledge of other conventions. In respect of response, the same rule as is used in other methods is to be observed. But in respect of take-out double of opening 1 Club bid, the doubler's responder should proceed as if the doubler had made a call of 1 club. The response to the opener after an intermediate double must proceed in the same manner as if there was no double at all. The redouble of a take-out double indicates a strong hand with probably no fit in the opener's suit. In such cases the opener should leave the bidding at the next chance to the re. doubler. After a redouble, the 4th hand namely the doubler's partner may bid his long biddable suit; but with no points and no distributional values, he may pass. The double of an opening 3 bid in a suit is an optional double.

The redouble by the opener of a take-out double is an S. O. S. calling on his partner to take him out·

IX In respect of overcalls which are termed 'interposing bids,' the usual rules apply. An immediate overcall of the opponents' suit is a game force. A jump overcall in a new suit is not forcing But the overcaller's partner's jump in a new suit is forcing for one round.

X **Slam bidding:**

With the combined total of 54 points the partnership is in slam zone. With slightly less, a long suit with top cards is necessary. These slams can be made by direct bidding, quantitative bidding of the No-trump type and by the use of slam conventions.

This 'System' uses the combination of 'Asking bids' and the four-clubs' or modified Blackwood. Any bid of 4 Clubs which is not obviously defensive or competitive asks for aces. The answer is to be made in the Blackwood gradation namely, •

(a) 4 Diamonds with no aces;
(b) 4 Hearts with 1 ace ;

(c) 4 Spades with 2 aces ;

(d) 4 No-trumps with 3 aces ;

(e) 5 clubs with all aces.

If the opponent doubles the 4 club asking bid, responses should follow one step lower i. e. pass for no ace, 4 Diamonds for one ace, 4 Hearts for 2 aces, 4 spades for 3 aces and 4 No-trumps for all aces. If the opponent overcalls an asking bid, responses should follow at the lowest level namely, a pass for no aces, 4 Hearts over a 4 Diamond overcall for one ace and so on.

This 4 Club Blackwood, leaves the way open for a 4 No-trump asking for kings, and the responses follow the same course namely, 5 clubs for no kings and so on This can be followed up with 5 No-trumps asking for Queens. The answers would follow the same course namely, 6 clubs for none and so on.

For hands not suited for treatment by this modified Blackwood method, the Asking bids of Culbertson are used except with reference to 4 clubs stated supra. There is one addition to it namely 1H - 1S. - 2S This call of 2 Spades is taken as asking about Spade situation. Thus, it is an asking bid at a low level.

The grand slam force of Culbertson also is used. It means that a free bid of 5 No-trumps asks for top honours in the agreed suit. With 2 top honours the responder bids 7 and with 1 or none he has to call six in that suit. But this response under Culbertson system is modified as follows namely

(a) With no top honour — Six Clubs.

(b) With one top honour — Six Diamonds.

(c) With 2 top-honours — Six Hearts.

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CHAPTER XV

" The Vienna System "

It is an approach-forcing method with some special conventions of its own. It adopts the old 'Asking bids' of Culbertson, also his Grand Slam Force and his 4 No-trumps Convention as also that of Norman. For high-card valuation of the hand, it employs the Bamberger or Robertson point count of 7, 5, 3, 1 with the trick-expectancy in balanced hands and with no suit in either hand longer than four cards, of 39 points for a game in No-trumps or in a major suit, 52 points for a small slam and 60 points for a Grand Slam.

In about 1934 the players in Vienna and the European Continent were having their individual ideas of this game. Their performances were consequently high and low and inconsistent. Dr. Stern desired them to agree on a uniform method. He formulated his ideas and they were improved and modified in 1937 by Stern's team mates. In 1942 A J. Smith produced a hand book on this system'. The official text book on this system was produced in 1947 by Paul Stern, N. V. Hart and A. J. Smith.

I shall enumerate the salient features of this method hereunder.

1. **Suit bids of one Club:**

These are artificial bids. Their requirements are

(1) A count of 18 to 27 points;

and (2) No five-card or longer suit than, possibly, Clubs.

Such hands would have no void and some times may be 4, 4, 4, 1 in distribution. Hands with 3 aces only should not be opened. If the opening is on minimum strength, the point-count

should be distributed over 3 suits; there must be fair strength in both majors and there must be a good sprinkling of intermediaries. If the club suit is a five carder, it should be rebid at the next chance.

Response:

a) With less than 12 points there must be a negative response of 1 D. This is called a 'Herbert negative' which means the use of the next higher-ranking suit as a negative response to conventional bids. This is named after Walter Herbert

b) With 12 to 17 points and with no four-cards in the other 3 suits, bid 2 clubs.

c) With 12 to 17 points and four Hearts and 4 Spades, bid one Heart. If the opener lacks 4 Hearts but has 4 spades he must next bid his spades. Any other bid denies 4 Spades except a raise in Hearts.

d) With 12 to 17 points and 5 or 6 Hearts and 4 Spades bid 1 Heart.

At the next chance rebid that suit unless opener had rebid Spades or raised the Heart suit.

e) With 12 to 17 points and 4 Hearts and 5 Spades — bid 1 Heart and at next chance bid Spades.

f) With 12 to 17 points and 5 or 6 Hearts and 5 or 6 Spades — bid 1 Spades and next chance bid Hearts.

g) With 12 to 17 points and 4 Hearts and 6 Spades — bid 1 Spade, then Hearts and then Spades.

h) With 12 to 17 points and a four card major and a longer minor suit — bid the major suit. If he has a five card major, he should bid it even if he holds a longer minor suit.

i) With 12 to 17 points and no 4 card major — bid 2 Diamonds with 4 or more Diamonds.

j) When the count is just below Eleven and the distribution is a four card

or five card major or minor like AQ10 or AQJXX, a positive response can be given.

k) With 18 points and more — bid 1 No-trump. This is a 'qualified' force to game for the responder but forcing for the opener.

l) With a hand which is good enough for an opening bid of three in a major suit, respond with 3 in that major suit.

Rebid after 1 No-trump response:

a) With a five card or longer Club suit, the opener should bid 2 Clubs. The later stages of bidding are regulated by strength in the respective hands. With a strong hand in points, he should call 3 clubs at the next chance, and with a minimum hand, he should bid 2 No-trumps. If on opener's rebid of 2 No-trumps, the responder rebids 3 clubs, it is a conventional call asking for information about the major suits.

With a four card major, the opener bids that suit. With two 4 card majors, he bids 3 Diamonds and with no 4 card majors, he bids 3 No-trumps.

b) With a strong hand and 4 spades — rebid 2 spades.

c) With a strong hand and 4 Hearts — rebid 2 Hearts.

d) With a strong hand and 4 Clubs or 4 Diamonds — rebid 2 Diamonds.

Rebids after 1 Dimond response:

a) With 5 or more clubs — bid 2 clubs.

b) With no biddable suit — bid 1 N. T.

c) With 4 Hearts and 4 Spades — bid 1 Heart.

d] With 4 good Diamonds — May pass. If this is doubled, the original responder should show his best suit or pass if he has 3 Diamonds or more.

e] With 26 points — Jump to 2 N. Ts,

leaving the responder to decide on the final contract.

Rebids after negative Jump response:

Generally the opener passes. Occasionally with a strong hand namely with 2 outside aces and a good fit in the jumped suit, the opener may raise that suit. But he should pass if he has 2 losers in each of the 2 suits.

Rebids after a postive response in a suit:

(a) With a minimum hand and a fair support for the suit-pass

(b) With a trifle more than minimum and a little fit in the suit-raise the suit.

(c) With a weak hand and little or no fit-Bid your suit if at one level or 1 No-trump if the level has to be raised

(d) With 23 to 25 points bid the highest ranking 4 card suit.

(e) With 25 points or more and 4 card support for partner's suit-Bid game in it.

(f) With 25 points or more and no 4 card support-Jump bid in a new suit. This is forcing to game.

When the responder is a passed hand, his 1 No-trump may be made on slightly less values. The opener may also pass. He may also bid 2 No-trumps when game is impossible in major but can be made in No-trumps or in minor suits-and he holds 15 points and minimum of 8 cards in the minor suits with 5, 3 distribution.

Response after an overcall:

(a) With less than 12 points-pass or give a negative jump of 2 Spades, 3 Diamonds or three clubs. Negative jumps at 4 level should not be made with less than seven or eight cards in that suit.

(b) With 12 to 17 points-make your normal bid.

(c) With 18 points or more, may double the overcall.

Response after a double by opponent:

(a) With less than 12 points-bid 1 Dia-

mond (Negative) or give a negative jump.

(b) With 12 to 17 points-pass.

(c) With 18 or more points-redouble.

Opener's double is for penalties unless the responder has passed or called 1 Diamond. If an overcall is doubled by responder, it is a business double.

II. Opening suit-bids of one (Other than 1 club):

These bids are said to be really offensive bids. There is no hard and fast rule about high card strength. Generally a count of 21 points is safe for these bids. There should be a rebiddable suit. About choice of suit there is no rule in this 'System'. But the bid is made in the bigest ranking 5 Card or longer suit irrespective of the length or strength of the lower ranking suit.

(e. g.) With S. J7654 and H. AKQ109 bid 1 Spade and not 1 Heart. At the next chance, the lower ranking suit may be bid and rebid. 'Reverse bids' have no conventional implica-

tion. A rebid of the same suit means that he has 6 or more cards in it.

Response:

(a) With a poor hand-pass.

(b) With about 12 points and a six carder or 14 points and a five carder-bid the suit.

(c) With about 14 points and not more than 15 points and a stopper in the other three suits and only doubleton or three small ones in the opener's suit-bid 1 No-trump.

(d) With a hand good for a negative jump on an opening 1 Club-call-bid 1 No-trump

(e) With 17 or 18 points and a balanced hand and no good trump support-bid 2 No-trumps. In this case, the responder should have at least 1 card in the opener's suit.

(f) With a weak hand and good trump support-raise the suit.

(g) An immediate raise to game in a

major suit and 4 level in the minor suit is a preemtive one and an anti-slam warning.

(h) With a strong hand and at least 4 card support of the suit-Jump the suit. This is a game force and a slam hint.

(i) With a strong hand, a minimum of 4 card with J or five small cards in the opener's suit, and AKXX in another suit-Jump bid your 4 carder. This is a game force. If opener rebids No-trump, it shows that he does not have A and K of his first suit. If opener has 4 cards in the responder's suit, he can raise it. Lacking these 2 rebids by opener, the agreed suit is the opener's first suit.

Competitive bidding:

(a) If opener's bid is doubled as a take-out one, any bid by the responder immediately shows weakness. Any raise or Jump (Single or double) in opener's suit is a preemptive bid.

A Jump suit take-out is a negative jump. A double jump in a new suit is a preemptive bid. Redouble is strength-showing and indicates that the opener's suit is supported or 16 points with no support. The pass by the responder shows that he has at least 2 cards in the opener's suit.

III Opening bid of 1 No-trump:

This is a conventional bid and is claimed to be an original and peculiar one. It implies no balanced or freak distribution. It is a clarion call of attack.

Requirements:

(a) 28 points over 3 suits if balanced and never less than 27 points. There must be deduction of 2 points for bare AK or A or K or KQ. A bare Queen Counts as only one point and a bare J carries no point. No maximum of points is fixed for this bid.

•

Opening bid of 2 No-trumps requires:

35 to 41 points and with distribu-

tion not more unbalanced than 5, 4, 2, 2. The 5 card suit may be major or minor. The doubletons must not be below KX for one and QX for another.

Opening bid of 3 No-trump requires:

42 or more points with the distribution for 2 No trumps. The doubletons must not be below KX and the hand must have the 3 other aces. This bid is not to be used by the 4th hand which can bid 3 No-trumps as a preemtive one based on a long minor suit with all top honours and with 2 other suits at least stopped by A or K.

Response: (1) For 1 No-trump bid:

(a) With 12 points-Make a positive response compulsorily

(b) With 11 points with 5 cards or more headed by AQJ —Bid the suit.

(c) With a weak hand, he may bid 'Herbert' negative of 2 Clubs or bid a jump negative.

(d) With 12 points and a five card or longer suit except Clubs-bid that suit.

(e) With 12 points and a five card or longer Clubs-show the Club suit at the next chance unless the club suit is headed by AKQ if of five cards, and AKJ if of six cards.

(f) With 12 points and no five carder other than clubs bid artificial 2 Diamonds.

(g) With 12 points and no five cards in both majors put together, and also a lack of five-card Diamond suit bid 2 No-trumps.

The opener on a negative response of 2 clubs, may give a jump bid in a new suit which is a game force, or straight-away bid 3 No-trumps which is a close bid. Or he can bid an artificial 2 Diamonds which is forcing for one round. The answer to it should be as follows:

(a) With 4 or more Spades-bid 2 Spades

(b) With 4 or more Hearts — bid 2 Hearts.

(c) With 6 or more Spades and 4 or more Hearts — bid 3 Spades

(d) With 6 or more Hearts and 4 or more Spades — 3 Hearts

(e) Lacking a 4 card major — bid 2 No-trumps. Or he may bid a negative 3 clubs or with 9 to 11 points over the 2 minor suits and one of them a five carder, he may bid 3 Diamonds. This response is only an invitation to bid 3 No-trumps.

Competitive bidding:

If this opening No-trump bid is overcalled, the responder may pass with less than 12 points, unless he wishes to make a negative jump not by a jump bid but by bidding at the lowest level. With more than 12 points he should double the overcall.

If the opening bid of 1 NT is doubled, the responder may bid at the lowest level to show a negative Jump. With a count of less than seven, he should bid the 'Herbert' negative of 2 Clubs. With a count of 7 to 11 he should pass. With a count of 12 or more he should redouble.

2. **Responses to opening bid of 2 No-trumps.**

(a) With a balanced hand and with less than 5 points — pass.

(b) With 5 to 12 points — bid 3 No-trumps.

(c) With 13 to 20 points — bid 4 No-trumps.

(d) With 21 to 24 points — bid 5 No-trumps.

(e) With 25 or more points — bid 6 or 7 No-trumps.

(f) With 2 five card suits and less than 5 points — bid 3 Clubs. This is conventional. If the opener rebids 3 Diamonds he asks the responder to tell his suits. If he bids 3 Hearts, he shows that his second five carder is not Spades. If opener wants to know the second suit, he should bid 3 No-trumps. Then the responder will show his second suit. The opener may pass or take it to game level.

(g) A straight bid of game by responder is an anti-slam warning.

Responses to Opening bid of 3 No-trumps:

The responder can raise once for every 5 points in his hand. With 19 points he should raise to 7 No-trumps.

IV. Preemptive Opening bids:

These bids are not encouraged unless the opener's partner has passed. The third-in-hand player alone can use these bids of 3 in major suits and, 4 in minor suits with advantage. There is no distinction between vulnerability and non-vulnerability with regard to these bids or the position of the hands except as stated in the previous sentence.

Requirements:

(a) For 3 Hearts or 3 Spades — a Six card suit with 2 Top honours and one certain outside trick such as an A or KQX.

(b) For 4 D or 4 H the requirement is the same. But the trump must be at least 7 cards or higher.

The responses are based on trick value assessment of a possible game. A/3 No-trump response should not be taken out.

An opening bid of 3 in a minor suit is not an effective preempt and therefore is a help to a final 3 No-trump contract if possible.

Competitive bidding:

Over an opening 3 bid in a suit, if the opponent overcalls with a 3 No-trump bid, it is a genuine bid. A double is a penalty double. A non-Jump bid in the next higher ranking suit is a "demand" for partner to choose in which suit the hands shall be played. This demand should be answered in a commonsense way.

Opening game bids are not encouraged in this 'System'. Third or 4th hand may open occasionally.

V. Opening bid of two in a suit:

Originally this method adopted in toto Clubertson's bid. Now it has been changed.

These bids are made

(a) When the trump suit is solid missing only the Ace or King, and very rarely A and K when the length is not less than Six and

(b) When there are not more than 3 losers in the hand and in exceptional cases not more than 4 losers. These losers should be capable of being indicated unequivocally later.

Responses:

(a) With an A or K of that suit-raise it.

(b) With A and K – Jump it.

(c) Without AQ and K of the suit – bid 'Herbert' negative holding less than 12 points and bid 2 No-trumps with 12 points.

(d) With 11 points and AQJXX – bid the suit.

The response to opener's second bid should be as follows

(a) With Ace of the suit-raise it.

(b) With Ace and K – Jump it.

(c) With AK of another suit–bid that suit irrespective of its length.

(d) Lacking A and K – return to the opener's first suit.

VI Defender's bidding:

If the opponents open the bidding with a suit bid of one, the following courses are open to the defenders.

a) Double, if your hand is as good as a hand to open with 'One club'. This is forcing for one round.

b) Bid 1 No-trump with a sure stop in the opened suit and with 25 points. But with no stop in the opened suit, overcall the opener's suit immediately.

c) With a five card suit and within the rule of 2 and 3, bid the suits if at 2 level. For 1 level a four card suit is enough.

d) With a hand good for a preemptive opening bid, bid a game Jump.

(e) With 25 points and more in the hand, bid a Jump in your suit to show a six carder or more.

(f) With a poor hand, you can pass.

If the opponent's opening bid makes a take-out double, the doubler's responder should bid as follows:

(a) With zero to 14 points, he should bid his best suit.

(b) With 15 to 17 points, he should bid 2 No-trumps with 2 stops in the opened suit and without it, he should jump in his best suit.

(c) With 18 points and more and with one stop in the opener's suit he should bid 1 No-trump and if there is no stop he shoud overcall the opponent's suit.

(d) With length and strength in the opener's suit, he may pass.

If the 3rd hand redoubles the responder should bid in the same way igoring the redouble. If the opener's partner bids after the double, the

doubler's responder should answer as follows:

(a) With less than 12 points — pass or give a negative jump

(b) With 12 to 17 points and a five carder — bid the suit

(c) With 12 to 17 points and no five carder — double for penalties.

(d) With 18 points and more– bid 1 No-trump or if the doubled bid is 1 No-trump bid 2 No-trumps.

VII. Grand-slam force:

Culbertson's Grand-slam force is adopted in entirety. The additions are two and they are as follows:

(1) If the free 5 No–trumps bid is available, a call of six clubs is a Grand slam Force asking the partner to bid the Grand Slam if he holds one of the 2 top-honours. For, the asker holds 2 top-honours with himself.

(2) If the free 5 No-trumps bid is not avilable, Six clubs is the Grand Slam

Force for 2 top-honours and Six Diamonds for 1 top-honour. If six clubs bid has been used already, then Six Diamonds bid is for 2 top honours and six Hearts for 1 Honour.

These 2 new bids eliminate 'asking bids' at six level. But, if the 5 No-trumps Grand Slam force has not been used up and is avilable, Six Diamonds or Hearts or Spades can be used as 'asking bids'.

VIII. **Opening bids ot 4 No-trumps:**

These indicate a hold of 11 tricks and want information only about 2 outside aces. The answer should be as follows:

(a) With one Ace, bid 5 in that suit. If it is Club Ace bid 6 in Clubs.

(b) With 2 Aces, bid 5 No-trumps.

(c) With no aces, bid 5 Clubs.

In conclusion, the saying of Dr. Sterne about Psychic bids is worth reading. When asked about it he said 'He who never psychs is not a Bridge player. And he who psychs too often is a fool'.

PLAY.

CHAPTER XVI

The wining of tricks,

Contract Bridge has heen 'going strongly' for over 20 years now and bidding has no doubt made unimaginably rapid strides. Still, bidding is only one weapon, though important, in a Bridge player's armoury. Having, by a scientific process and supported by imagination and experience landed at a correct contract on the cards in the partnership hands, the equally intelligent process of play comes into operation. And if even the correct bidder is not well-equipped for it, all his bidding will go waste. The suject of play is exhaustively dealt with in the 'Red Book'.

I shall therefore deal with declarer's play and defence giving illustrations also from deals played by champions in international tournaments and extracting some from classical books on Bridge play.

Winning Tricks:

While there are dozens of plays there are only 3 ways of winning tricks. The first is honour-trick; the second is long-card trick; and the 3rd is the ruffer. The first is won with high cards of 10 spot and higher, and the 2nd and 3rd by low cards invariably.

As each high-ranking card is played to win a trick or is captured or dropped by a still higher ranking card, all the other cards move up one step in rank. This is called the 'principle of Promotion'. A player can make this principle operate in his favour (1) by forcing his opponents to use 2 ranking cards to capture one and (2) by preventing an opponent by covering his own ranking card. (e. g.)

a)			b)		
	AQ82			A43	
	N			N	
K64	W E	1075	52	W E	K1098
	S			S	
	J93			QJ76	

In figure (a) south plays the J. In figure (b) south plays Q.

A stopper is a card or combination of cards which can win a trick and which must be removed before the other cards of the same suit are established and turned into tricks.

(e.g.) K, Q, J. These 2 sure winners can be established only after removing the Ace. Thus the ace is the stopper.

There are two kinds of stoppers namely the strong and probable. An Ace, KQ, QJ10, J1098, are sure stoppers if held in a suit which the opponents must establish. Kx, Qxx and similar combinations are probable stoppers.

Three or more cards of the same suit in consecutive order of rank form a sequence. Thus KQJ65, or QJ1083, are suits headed by sequence. A two card combination such as K. Q. though technically in sequence is called 'Equals'. The value of a sequence is that all its cards are 'equals', so that the lowest card is equal in rank to the highest in it.

The position of cards is also very impor-

tant. The positional value very often assumes great importance in winning tricks.

Culbertson's rule of 5 steps:

Assuming the dummy to be exposed and considering the declarer's and dummy's cards as the same suit, proceed as follows.

(1) Subtract the combined length of the suit in their hands from thirteen and divide the remainder by two (as nearly as possible)

(2) Assume that the highest ranking outstanding card is held by the opponent who has the longer portion of the suit.

(3) Consider that one opponent has one card more than his half and the other opponent one less.

(4) Place the 2 highest-ranking cards outstanding, in the hand of the opponent who holds the longer portion and if possible protect against losing to both cards.

(5) Now assume the worst possible distribution and look for a safety-play.

To illustrate:

In one suit declarer holds K953 and the dummy holds AJ742.

First step:

The total in the suit is nine. Subtracting it from 13, 4 cards remain outside. Divide it by two and the figure is 2.

Second step:

With 2 cards in each opponent's hand, the holdings will be Qx and 10x.

Third step:

It is possible that the opponent's have 3 and 1.

Fourth step:

Placing both Q and 10 in the hand having three cards, one oppenent has Q10x and if East has it a finesse from north will succeed.

Fifth step:

Either opponent may have Q1086. To

guard against this worst division it is best to play the ace.

In this connection I am giving the gist only of the Table of probablities instead of reproducing it in toto.

If the contracting pair holds:

(a)	6 cards in a suit, in the majority of cases the opponents have 4 and 3			
(b)	7 cards	do	do	4 and 2
(c)	8 cards	do	do	3 and 2
(d)	9 cards	do	do	3 and 1
(e)	10 cards	do	do	2 and 1
(f)	11 cards	do	do	1 and 1

The drop:

A card that is not the highest of its suit can be captured by playing for a drop, if it is alone or insuficiently guarded. Lead out the high cards hoping that an opponent may drop all his cards. The rule of 5 steps helps you to play for a drop or a finese. When it comes to a question of drop or finesse symmetry is a better guide than nothing. Mr. Easley Blackwood has his own theory of distribution which will be helpful in

considering this question of 'drop'. He states that a player should count hand and dummy's suit as one unit. When hand and dummy for example, hold a nine-card suit (which is the critical suit) if the shortest suit outside this critical suit in the combined hands is 4 or more, play for a drop. If the shortest suit in the combined hands outside this critical suit is three or less, play for a finesse.

Illustrations:

S. A H. KJ7 D. A8654 C. A QJ8.

S. J83	N	S. KQ10754
H. A1042	W E	H. Q9653
D. 73		D K
C. 10972	S	C. 4

S. 962 H. 8 D. QJ1092 C. K653.

This deal was played by champions. Mr. Jacoby was in the south. The final contract was 6 Diamonds by North-south after an opening bid of 1S by East. Here Jacoby played for a drop of Dimond King because the total of the shortest suit was four.

The finesse:

When the probabilites indicate that a drop is not likely, the alternative is a finesse.

A formal definition of a 'finesse' is an attempt to win a trick with a card which is not highest of that suit. A strategic definition of a finesse is an attempt to win a trick by utilising the possible favourable position of one or more higher cards in the opponent's suit. These finessee are 'direct' (i. e.) attacking and 'indirect' (i. e.) defensive.

The direct finesse is used when the finesser desires to force the opponent to cover his ranking card, (e. g.)

QJ6

N

852 W E K43 North leds the Q.

S

A1097

The indirect finesse is used when the finesser wishes to avoid having his ranking card being covered by an opponent. (e. g.)

Q43

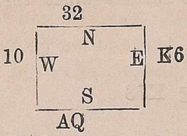
N

K92 W E J105 South plays the Ace first and then leads towards the queen.

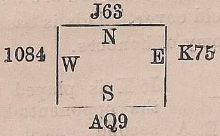
S

A876

A finesse against one outstanding card is a 'simple finesee'.

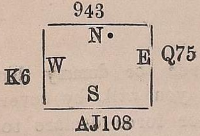


When the cards of tenace are not in the same hand, the tenace cannot be turned into a sequence by finessing, unless one equal of a lower tenance card is held. This is 'simple direct finesse'.



Double finesses:

When there are 2 intervening cards outstanding 2 separate finesses can be made against them. (e. g.)



9 is led first and next another finesse towards J or 10.

Triple finesse:

It is a finesse made against three outstanding cards.

	AJ9	
	N	
Q106	W E	K73
	S	
	8542	

The simple rule applicable to beginners and also experts is that when playing to a finesse play the lowest, except when you are anxious that an opponent should cover. This is based on the principle of economy of honours.

	87	
	N	
96532	W E	A
	S	
	KQJ104	

If K is played by S. the opponents have a second guard in 9. But if a small one is played from North there is only one loser in the suit.

When to cover:

When declarer or dummy leads an honour to a finesse, you will, by covering it, either win the trick or force declare to use 2

honours to capture one. Therefore you should cover an honour whenever you hold or your partner may hold any ranking card whose promotion to a winning position may thus be made more rapid. But an honour led should not be covered when it is evident that no trick may be promoted for yourself or your partner. (e. g.)

	AJ7		
K85	N W E S	Q96	Here 10 played by South should be covered.
	10432		

	AJ109		
K653	N W E S	874	Here south's queen should not be covered.
	Q2		

When one of 2 equal honours is led from dummy, do not cover. The second honour when led can be covered with equal effect. Equally so, if declarer leads an honour which may be one of equal honours unless the card led, if not covered, would win the trick. (e. g.)

A87

K43 N W E S 1065

QJ92

Here the queen played should not be covered.

A87

Q43 N W E S K962

J105

Here do not cover the J led.

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CHAPTER XVII.

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Low card tricks and communication plays.

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The technique of establishing tricks from low-cards consisting of long-cards and ruf-

fers is equally important as high-card tricks. A long-card is the card of a suit remaining in a hand after all the opponent's cards of that suit have been played. A four-card suit is the shortest length which can produce a long card.

(e. g) AKQ3.

After playing the AKQ and drawing out the other cards from the opponents and the dummy, 3 is the long-card.

Three or four cards of the same suit are called a short suit or remainders. Short suits have their value at trump bids when they give rise to ruffers. A trick made by ruffing a losing card with an otherwise worthless card of the trump suit is called a ruffer.

The ruffing process allows plain suits to be established with no loss. (e. g)

D. AKJ63

1075 | N
W E
S | Q82

D94
S. 6

Here spades are trumps. South can ruff a third Diamond with spades 6 and thus offer no loser in Diamond.

At the same time, players should avoid the danger of over-ruffing. This means that

where there is a possibility of the opponents overruffing, ruff with as high a trump as possible. But where 2 ruffs are necessary it is better to ruff first with a low trump and at the next chance use a higher one.

Communication Plays

The card which wins a trick on a lead by partner or opponent is called an entry. The object of communication play is to maintain entries in partnership and cut off entries in opponent's hands.

A card which may win a trick by finesse is a probable entry. The purpose of finesse as an entry play is different from a finesse as a suit establishment trick. So also ruffing entries have a different purpose from a ruffing trick.

(e. g.) S. 7
D. AKQ74

N
W E
S

H. AKQ
D—

Here spades are trumps South plays A & K of Hearts. Then ruffs the third Heart to give an entry to dummy to play his Dimonds.

Unblocking play:

The throwing of a higher card than necessary in order to avoid being left in the lead is unblocking. This is done to avoid blocking a suit. (e. g.)

	7652	
J108	N W E S	94
	AKQ3	

Here if north desires to keep the lead, D. 7 gets it. If south desires to have the lead North unblocks by throwing 7, 6 and 5 first.

The trump suit offers many opportunities for unblocking. (e. g.)

	653	
J9	N W E S	102
	AKQ874	

If south ruffs any suit of opponents, he must be careful to ruff with the card higher than dummy's.

Ducking:

To postpone the winning of a certain or possible trick by purposely playing a low card is called 'Ducking'. Its object is to concede a trick to opponents at an early stage conserving 1 or 2 winning cards in that suit with which to enter

the hand later. (e. g.)

AK8643

N

W E

S

752

If North has no side entry his ducking in the first round would enable him to get at the next play by south, of this suit to run it entirely.

Timing of entries:

A card which wins a trick is not technically an entry if the winner of the trick has no need to lead. The proper timing of enties consists in wining tricks when the lead will be of value. (e. g.)

943

N

Q W E K762

S

AJ1085

The proper play is to take 2 finesses. The timing must be to play the three 1st and 9 at the next chance,

Entry-killing plays:

The Hold-up. This means a refusal to take a trick with a stopper in the opponent's suit until one opponent has no card of that suit in his hand.

(e. g.)

	N	
KQJ84 W		E 1092
	S	
	A63	

Here south holds up and takes the Ace trick at the third round only.

This hold-up play can be resorted to even with 2 stoppers in that suit in order to slow up the establishment of that suit.

This hold-up is sometimes dangerous. This should not be used when this will sacrifice a sure trick in the suit led; and when the suit led is not so dangerous as another suit to which the opponents may switch.

Entry killing is also one form of shut-out play and cutting of communication. (e. g.)

S. K5
H. K72
D. AQ10765
C. 74

West		East
S. 83	N	S. A74
H. J109	W E	H. A4
D. J82		D. K94
C. AJ1053	S	C. KQ9ô2

S. QJ10962
H. Q8653
D. 3
C. 6

This deal was played by Helen Sobel & other champions. The final contract was 4S by south. After 2 leads of Hearts and when East could ruff 1 Heart if west would take a club trick with his ace, South played the Diamond Ace and then the queen and on it discarded his only club.

The most effective of hold-up plays is a Bath-coup. (e. g.)

1

North: 742
West: KQ109
East: 865
South: AJ3

When West plays the K and South ducks, West cannot repeat.

2

North: A65
West: KQ109
East: 742
South: J83

Here also the K takes the trick. West cannot repeat

The defender's unblocking play is mostly the same as the declarer's. With regard to timing of entries, particularly when defending against oppponent's no-trump contract when defenders are trying to establish a long suit, the

defender who holds the shorter portion of it should try to get the lead with his entry cards as soon as possible. Thus, he will save his partner's entry cards to play the long suit when the time comes. The defender's ducking plays are most important. Their purpose and execution are identical with those of the declarer's. (e. g)

	87	
	N	
A9642	W E	K53
	S	
	QJ10	

Here west after leading a small one gets his next chance. He should duck holding no other entry. East then will play the suit a third time when he gets an entry.

Putting up an honour in second hand is essential to success in all positions, such as this namely when dummy holds any four or more cards headed by AJ10, the second hand holding an honour must put it up when the suit is led.

(e. g.)

	AJ1043	
	N	
K65	W E	Q82
	S	
	97	

On south's lead of 9, West must play the King.

The Deshapalle's coup:

It implies the sacrifice of an unsupported honour. And when the opponents take the trick, the next honour in partner's hand becomes an entry. (e. g.)

	N		
Q82 W		E K653	
	S		

Here East's play of K gives West an entry ie Queen to play his established suit if any.

The shut-out play: At trump contracts, dummy's suit may be killed by leading the suit until the declarer has no more of it. (e. g.)

	AKQ79	
	N	
W		E
	S	
	106	

The defenders play the suit twice at their chance. The declarer (south) is unable to return that suit later.

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CHAPTER XVIII.

Declarer's planning and play:

The indispensable factor in the correct play of the hand is planning. The declarer should always have in mind the golden rule 'Never risk the contract for over-tricks'. When loss is certain, the attempt should be to minimise it. As regards planning, the first step is to take stock of the available strength by counting the winners and losers in the combined hands.

The Culbertson rule of No-trump planning is divided into three reviews:-

The first review is an estimate of the resources of the hand.

The steps are:

(1) Study the card led because the lead has a significance.

(2) Starting with the suit led, count the immediate winners in all four suits. Deduct it from the total number of winners required to make the contract.

(3) Study the 4 suits to ascertain how many additional winners can be established in each suit.

The second review is a revalation of the establishable winners by time valuation and the count of entries.

(4) Take the suit in which you can establish the greatest number of winners. If time valuation shows that your best suit cannot be established without losing the lead too many times, consider another suit from the standpoint of time valuation.

(5) Usually one opponent is more dangerous than the other. So, look for an entry killing play to keep that opponent out of the lead as much as possible.

(6) Count the entries you need for projected suit-establishment play. Then look for possible entries and if they are not readily available plan entry making or entry saving plays.

The object of **third review** is to plumb the depths of the hand to safeguard a sure contract or to find hidden means of making a doubtful one.

(7) With the contract apparently assured, look for ways to protect the counted winners against abnormally bad breaks.

(8) Especially when the contract is doubtful, resort to End-play.

(9) When all other resources fail, look for a sheer bluff-play or strategem which may lead the defenders to make a mistake and give you one or more tricks. Do not play from dummy to the first trick until you have completed the three reviews.

Waiting game:

Sometimes a declarer may have no

establishable long suit. In such cases when his strength in the other suit lies in broken strength and no solid sequence, he must play the waiting game which consists simply in throwing the opponents into the lead as often as possible and letting them lead to one of the tenaces.

The rule of trump-planning:

This is also divided into 3 reviews. In

the first review

(1) Count the number of tricks you should lose immediately starting with the suit led.

(2) Count the possible losers in the combined hands. Add your sure and possible losers and compare the total with the tricks which you can afford to lose.

(3) Look for a suit in your hand or dummy in which long cards or high cards can be established.

(4) Look for a short suit in the dummy and for worthless trumps. Apply

time valuation and decide whether or not you can make ruffers.

(5) Consider a finesse or play for á drop to establish a card which you cannot discard or ruff.

In the second review:

(6) Apply time-valuation to every proposed plan of play.

(7) Count the entries required and look for play to create more entries.

In the third review:

(8) With the contract assured, look for a safety play to protect against bad breaks.

(9) Especially if there is doubt about keeping the contract, look for an end-play.

(10) When all other resources fail, look for some means of bluffing the opponents into making a mistake.

Trump management:

A troublesome proposition for all players is when to lead or postpone playing trumps. During the play a trump in either hand may be 'busy' i. e. needed now or later as a stopper, entry or ruffer. Others may be 'idle' i. e. not capable of functioning as above. The rule is, that you do not draw out the busy trumps. Draw out immediately all your idle trumps; for, they would be drawing the opponents trumps as well.

Cross-ruff:

The important considerations of the ruffing game are:

(1) Count the tricks that can be won by ruffs and high cards in other suits and be sure that they are enough.

(2) Count the entries needed in both hands and establish the entries as often as possible first.

(3) Cash all idle top-cards in trumps or plain suits, before starting the ruffing process. This is important and yet should be followed intelligently.

The most effective cross-ruff is one in which all ruffs are made with high trumps where no over-ruff is possible and each winning ruff is its own entry.

Dummy reversal:

The declarer should sometimes realise that the dummy hand is not merely an adjunct to his own hand, and that dummy's short trump suit may sometimes be used to draw the opponents trump. e. g.

	C. 9643. S K97, HQJ107, D. 102	
S. Q104 H. 8532 D. 9874 C. K10	N W E S	S. AJ86532 H. 9. D. 5 C. 8752
	S— H. AK64, D. AKQJ63 C. AQJ	

The final contract is 7 H by south. On a spade lead by W, S ruffs it. Then at next chance another spade is ruffed with a high card, and then the dummy's high trumps are used to draw opponent's trumps and south given an opportunity to discard his 2 clubs.

Smother play:

It is another form of ruffing game where the high honours in trumps held by the opponent

are smothered. In this the player must be careful to eliminate other suits and strip them.

This is also called 'Trump Vanishing game'. e. g.

H. A Dx

N

H. K9 W E S.Q10

S

H. J10

This illustration is from Reese on play The final contract is 6 Hearts by N-S Now East has to lead and the only suit in his hand is spades. South ruffs it with his J or 10. If west overruffs north overruffs with ace. If West plays a small trump, North discards his Diamond and West's King of Hearts gets no trick.

End plays:

This term applies to 3 types of plays which occur late in the play of the hand. The first is called the 'throw-in'. An opponent is forced to win a trick when he must make a lead which costs him a trick. There are 3 typical throw-in situations.

6
4 2

		N	
S. A H. AQ	W		E
		S	

5
93

3
K 6

South throws west in by playing his spade. West next has to concede one trick in Hearts.

2) S. 9, H. 6, D.7

S— H. Q D. 84	W	N S	E
S— H— D. KJ10			

S. 5, H. 6, D.9

Here spades are trumps. South throws E in with D. East must lead another Diamond only. South trumps with spades 5 and north discards a losing, Heart. Here there is ruff and discard.

S. Q9, H. 8

S— H. QJ10	W	N S	E	S. 75 H. K

S—, H. A32

South leads H 2. East wins with the K. East must lead spade and concede both tricks to North. Here both tricks are won.

The squeeze:

The success of a squeeze play is dependant on (a) a stripping process which removes from the hand all non-essential cards (b) Entries and (c) Position.

Stripping process:

A card in an opponent's hand is not, strictly speaking busy if his partner can also stop the suit. The first thing for a declarer therefore is to look for 2 suits in which one opponent has the only stoppers in both. When he is forced to discard one of these cards, he is squeezed. The second problem for the declarer is to remove from the opponent's hand all idle cards. When the opponent has been stripped to busy cards only, declarer must have a winner to lead which the opponent can neither follow nor ruff. Finally, the declarer must be able at the time he applies the squeeze, to win all but one of the remaing tricks. Therefore, the essential part of the stripping process is to count up the number of the top-tricks in the combined hands and if the number falls short of all but one, then purposely and immediately lose that number of tricks. e. g.

S. AJ, H. K, D—

W	N / S	E
S. AQ H. A D—	N S	S. 64 H. 9 D—

S. 2, H. 74, D. A

Here there are no trumps. S. leads the Ace of D. He has 2 of the 3 remaining tricks namely all but one. Therefore west is squeezed.

With regard to entries, an essential part of the squeeze is that, after it has been effected and the opponent has discarded a stopper there must be an entry to whatever card has been established by his discard.

With regard to position, when both establishable cards are in the same hand namely declarer or dummy, there will be no squeeze unless the opponent plays before the hand. e. g.

S. K, H. AJ, D—

W	N / S	E
S. A H. KQ D—		S. 6 H. 54 D—

S. 3, H. 2, D. A

When south leads Diamond Ace, West is squeezed But if the cards of west and east are interchanged, there will be no squeeze on east because he will discard only after north.

There are many kinds of squeeze play. In essence, squeeze is no more than the play of the long suit or suits and forcing the opponents to discard to your advantage. The Simple squeeze is one in which one opponent is squeezed in 2 suits. e. g.

West	North / South	East
	N: KQx, KQxx, Axxx, KQ	
10xxx		AQxxx
Jx		xx
Q10xx		Jx
10xx		Jxxx
	S: J, AQ10xx, Kxx, Axxx	

This is from Reese on play. 6 H, is the final contract. Finally when the last H. is played there is squeeze in spade and Diamond.

A **double squeeze:** is one in which both opponents are squeezed in turn. e. g.

West	North / South	East
	N: A96, QJ6, K1065, A42	
852		—
AK10984		765
8		QJ9742
Q86		10973
	S: KQJ10742, 2, A3, KJ5	

This is from championship Bridge. Mr. Jacoby played South The final contract was 6 spades. After the lead of Hearts K by west, Jacoby spread the cards down declaring his intention to play for á double squeeze regardless of the next lead.

A **triple squeeze** is one in which both opponents are squeezed in one suit which is controlled by both of them and in 2 suits which they control separately. e. g.

	3 KQ102, AK84, AK53	
6	N	974
98653	W E	A74
1096		QJ73
QJ102	S	934
	AKQJ10852, J,5 2, 76	

This is from Florence Osborne. South opened 3 spades and N. called 7 S. West led club Q. Finally west and east are squeezed when playing the last trump, West in clubs and Diamonds and East in Hearts.

A progressivie squeeze: It is also called a repeat squeeze. It is one in which one opponent is involved and squeezed in 3 suits. e. g.

	J43, 82, 87643, A109	
AKQ10	N	98765
J109	W E	—
K52		J109
KQ5	S	87432
	2, AKQ76543, AQ, J6	

This is from the Decan Bridge Magazine. The final contract is 6 H by S. West led K of S. and followed it up with ace. It was ruffed. All trumps but one are played. When last trump is played W is in a fix with Q in S, no Heart, Kx in Diamond and KQ in clubs. The squeeze progresses alternatively and repeatedly.

The pseudo squeeze is one where there is no complete squeeze and the doom of the opponent is not inevitable.

The trump squeeze:

The distinct feature of this squeeze is

that a ruff always takes place after a squeeze is applied. e. g.

	—, A2, A2, A65 (N)	
— K8 K8 KQJ (W)	N W E S	— Q7 Q76 86 (E)
	9867, 43, 43, — (S)	

Spades are trumps. South leads 9. The squeeze operates. After this a club is ruffed and finally the last trump completes the squeeze.

The Ostrich or suicide squeeze:

This is one in which the play of a long suit by one of the defenders squeezes the other defender and finally facilitates a squeeze by the declarer. e. g.

	Q653, 1065, A108, K53 (N)	
J1042, QJ74, J94, Q9 (W)	N W E S	98 K92 Q532 J1076 (E)
	AK7, A83, K76, A842 (S)	

This is from Reese on 'play'. The final contract is 3 N. Ts. by North-South. W led a small Heart. It was taken by E who returned another Heart. South took it with ace and returned a Heart. West played the 4th Heart which is the suicide, squeeze card.

Grand Coup:

This is a trump reducing play in which

declarer in order to shorten his own trump-length, must ruff one or more winning cards. When one winning card is ruffed, it is a single grand coup. When two winning cards are ruffed it is a double grand coup and so on. e. g.

	Q9, AKQJ, KJ10, 8543	
8 87432 9743 AK6	N W E S	K754 1096 862, Q72
	AJ10632, 5, AQ5, J109	

The final contract is 4 spades by S. After playing 3 rounds of clubs, East leads a small Heart When East does not cover the Q and 9 of spades, south has to ruff his 2 good Hearts and reduce his trumps to the level of East's.

There is another type of trump reducing play which is not a Grand Coup. The distinction between the two is that whereas in a grand-coup the winners are ruffed, here the losers are ruffed to reach parity and avoid a finesse. e. g.

	S. 63, H—	
S. 87 H—	N E S	S — H.KJ
	S—, H. AQ	

Here the final contract is in Hearts by South: South has reduced the trumps to 2 to be on a level with east by ruffing the losers. Now North plays a spade and there is ruff and overruff. If

south had kept one more trump, he should yield a trick to East.

The Vienna Coup:

This is a play of the highest card of a suit, and temporarily establishing an apponent's card only to squeeze him into discarding it or another equally valuable card later. This is used when the position of the opponent's cards would otherwise make a squeeze impossible. e. g.

	S. 62, H. AK972, D. A94. C. Q95	
S. 873 H. 3 D. J1095 C. KJ963	N W E S	S. 105 H. QJ10854 D. 83 C. 1094
	S. AKQJ94, H. 6, D. KQ62, C. A2	

The final contract is 7 spades by South. Here, after the lead of Hearts, South squeezes by playing the trumps and then plays his club Ace. He then enters the dummy with diamond Ace & plays the K of Hearts & discards a club. West is now forced to discard his club K or Diamond and in either case North-south win all the tricks.

CHAPTER XIX

Conventional leads and plays

The defender's game has 2 branches namely information and strategy. Information implies giving a picture of the hand to the partner. Strategy consists in selecting a point of attack, or waiting till the proper time to make the most of establishable tricks.

Every card played whether in leading, following suit or discarding, carries a number of inferences telling the story of the closed hand. It also fulfils its function as a signal to the partner. These signals may be divided into three general categories. (a) to show honours (b) to show long suits of four cards or more and (c) to show short suits of three or less. These signals may be given in 4 ways namely (a) by leads

(b) when discarding (c) when following suit and (d) when winning a trick.

Honour leads:

Generally the lead of an honour indicates a **leadable sequence.** It means (b) a three-card sequence headed by an honour (e. g.) KQJ, QJ10, etc., (b) Two touching honours with the 3rd one step lower (e.g.) KQ10, QJ9, or J108 etc. In such leads the top of the sequence should be led. Where there is no such leadable sequence, the ordinary rule is that a low card should be played.

Certain seqnences are intermediate or middle sequences (e g.) KJ109, A109 etc. In such cases, the highest card is disregarded and the top of the sequence is played. Here the rule is sligthly varied in that the top of sequence should be played though the sequence does not contain 3 cards even one step beyond sequence. (e. g.) Q1096. Here the lead of 10 is preferable.

The one exception to the rule that top of sequence is to be played, is in the case of AKQ. Here the top of sequence namely Ace is not led but the King. This for information to the partner that he holds the Ace as well.

The lead of an ace therefore does not show a sequence but may even deny one. When an ace is played, the next card may be anything other than a sequence. There is one exception to this rule of exception. It arises when a hand holds AK only of a suit, and it plays the Ace first and the King next, it indicates that it holds no more in that suit.

Against no-trump contracts, the rule of leadable sequence is closely followed and the 4th highest card is led from suit headed by AK also. Against trump bids, it is most unsafe to lead a low card when holding Ace or AK or KQ.

Against no-trump bids, the lead of an ace is purely conventional showing a long powerful suit and asking partner to unblock by playing the highest card of that suit in his hand.

The lead of the fourth best makes possible the rule of Elven. This was worked out in 1889 by R F. Foster and independently discovered by Benecke of Oxford. It works as follows: When the 4th highest card is led, subtract the denomination of that card from Elven and that figure shows the number of higher cards held by three other hands.

Short suit leads:

(a) From a worthless short-suit —lead the highest.

(b) From any doubleton — play the higher card.

(c) From three cards in an unbid suit — lead a lower card.

But against trump contracts with Axx, play the Ace. Against no-trump, with 10xx play the ten.

With a worthless three card suit, if the middle card is sufficiently high (e. g) 9, 8, 2 the middle card may be led against a suit bid to show at the next lead of 9 that it is not a doubleton.

In a suit-bid by partner, with 3 cards to an Ace or K or Q or J play the highest in a suit-contract and the lowest against No-trumps.

Following suit and discarding:

When winning a trick, the lowest of the touching cards should be used (e. g.) with AKQ, if that suit is led, win with the Q. The play of any card denies the lower card which would fulfil the same purpose (e. g.) if your partner plays a

low card and dummy holds Jxx in it and you hold Q10987 play the seven.

Discards: These discards are of 2 types namely encouraging and discouraging. The encouraging or come-on method is by playing an unnecessarily high card. The discouraging or stop method is the play of the lowest available card. Usually a card such as 7 and above is encouraging and the discard of 2, 3, 4 etc is discouraging.

Echo: When a single card cannot be read as a signal, the player should employ the echo or high-low (e. g.) play first a high card and then a lower one. This is the come-on signal. It is also called 'Petering'.

Another valuable use of the Echo is to show distribution. In following to a long suit which declarer is trying to establish, play your lowest with 3 cards in it, but echo if you hold 2 or 4 cards of that suit.

Trump Echo: Here a different form of Echo is used and is exactly opposite of that described supra. Here with 3 trumps the player follows high-low:

Suit preference signal: This was first discovered by Mr. Lavinthal in 1932–33. Subsequently others claim to have originated it. In Britain it is known as 'Mc. Kenny'. Terence Reese says that Mr. Mackenny is the originator.

This signal is based on the fact that, usually a defender when faced with the difficult choice of leads knows that his choice is between 2 suits only.

An unnecessarily high card used in leading discarding or following suit, askes partner at his first opportunity to lead the higher of the 2 suits other than the trump and other than the suit in which the signal was made and vice versa. In no-trumps, in calculating the '2 remaining suits', the suit in which the signal was made and the suit in which the declarer is so strong that to lead it would be futile, are eliminated.

Illustrations:

(a) **Lead:**

	N		
H. AQ9763 D—	W E	H. J	Here the final contract is 4 spades by south. West leads Ace of Hearts.
	S		

East drops J. North as dummy holds K snd 10.

West now is sure that East ruffs Heart.

(b) **Discard:**

West	N / W E / S	East
H. A954 D. Q53 C. 952	N W E S	H. 10632 D. AJ102 C. 73

The final contract is 3 No-trumps by South. West played 9 of clubs. East played his 3. Then South played his Hearts King. West took it with Ace. East discarded his 2 of Hearts. This signal indicated that his partner should play the smaller of the 2 remaining suits namely diamonds.

(c) **Following suit:**

West	N / W E / S	East
C. A	N W E S	H. AK C.J432

The final contract is 4 spades by south. West played his singleton club Ace. East followed suit with J. This indicated that East showed that his entry card was in Hearts which is the higher of the 2 remaining suits.

As stated above, suit preference signals can also be shown against no-trump contracts. Sometimes there is a possibility of this signal being misunderstood for a come-on signal in the

suit played. So Mr. Terence Reese says in his book on 'play' that a card played in the Ist trick by the defender over dummy's is not a mackenny. Some players adopt the simple signal of asking partners to play the suit where they discard a high card of seven or more. But this cannot meet cases where a void suit has to be shown for ruffing or where top-entries have to be shown with no loose cards of seven or higher in it.

CHAPTER XX.

The defenders game:

The opening lead inaugurates the campaign of play to defeat the declarer's contract if possible. The defenders are also in the position of attackers Their line of action must have a two fold purpose namely (a) to establish their tricks and cash them as soon as they get the lead and (b) to attempt to prevent declarer from developing his own tricks by holding their stoppers

until the lead comes to them. These 2 are called attacking and protecting games respectively.

Leads against no-trump contract:

Speed and number are the primary considerations in defence. Hence the basic rule for the defender is to open his longest and best suit regardless of tenaces. This has very few exceptions.

If there are two suits of the same length, play that which is stronger in honour-cards. With unequal length, play the longer suit unless it is so devoid of top-honours that it is difficult to establish it. (e- g.) between KQJx and 10xxxx prefer the first suit.

With a seven card suit headed by AKJ or AK10 or with a six card suit headed by AKQ, play the Ace first. This as stated above is conventional asking partner to unblock. With a long suit only, play the forth best.

In a suit contract, if a player leads the King of a suit and partner follows with Q, the leader must underlead at the second trick and in no case should lead his Ace. The queen is

never used as a signal. It is either a singleton or a doubleton with J.

Lead directing doubles:

In cases of penalty doubles of no-trump contracts the lead is regulated as follows:-

(a) In cases of no-bidding information — open your best suit.

(b) If your partner has bid a suit—lead that suit.

(c) If dummy bids a suit and your partner is the doubler — play the suit bid by dummy.

(d) If dummy bids 2 suits and your partner is the doubler — play dummy's second suit.

In respect of (c) and (d) if the dummy's suit or suits are supported by the declarer or rebid by the dummy, those suits should not be opened normally. In respect of lead in cases where dummy has bid 2 suits, Mr. Goren desires that the first suit should be led and not the second suit as Mr. Culbertson directs.

In penalty-doubles of trump-contracts the lead is to be as follows:

(a) With a long suit, play that suit since your partner may have a short length in it or a void.

(b) With a Singleton in a bid suit and trump length and a double by your partner — play the singleton; for, your partner by his double indicates that he has a trump stopper and that he could give you the chance to trump the singleton suit later.

In penalty-doubles of slam-contracts, the lead should be as follows:- It asks partner to make an unnatural lead. It cautions him not to open the suit bid by either defender or a trump. This narrows down the choice to one of two suits and the leader has to select the suit according to the texture of his hand. In this connection I may announce to you the 'Lightner's double'. This goes by the name of Mr. Lightner, a great authoity on Bridge play. It is a negative prohibiting double in slam contracts. It says that, if the doubler has bid during the auction, do not lead that suit. But lead the first side suit of dummy. Also it asks you to lead in an unnatural way. e. g. if in a final contract of spades, the declarer and his partner have bid 2 side suits, and one suit

alone therefore remains unbid, do not lead that unbid suit.

Short suit leads:

There are 3 types in it.

(1) **Warning short leads:**

(e. g.) S. 75, H. 962, D. 843, C. J7643,

If you open your long club suit against no-trump contracts, there is a danger of your taking away your partner's entry-card in that suit and ultimately you may not be able to cash it when established for want of entry in your hand. So it is better to play 9 of hearts or 8 of diamonds.

(2) **Waiting short leads:**

S. 973, H. Q5, D. AQ63, C. KJ75. Here it is risky to open clubs or diamonds since you may be playing to a tenace. It is best that 9 of spades is led and you wait for your chance in clubs and diamonds.

(3) **Inferential short leads:**

In some cases it is found necessary to open a suit with KJx and the like. This is based

on inferences drawn from the bidding.

Choice of short suits:

As between a doubleton and a trebleton, prefer the latter. But avoid playing a doubleton or trebleton with a high-honour.

Leads against trump-bids:

As a rule, a lead against a trump-contract should be attacking. The best attacking leads are from AK or AKQ with a length of 5 or more. To add to it, if you have a singleton or doubleton or three card sequence in partner's suit, this lead gathers more strength and venom.

Next in order, would be a lead from a sequence. Next would be lead from a 4 card suit headed by a single honour. Finally when it comes to a question of leading from a suit headed by AQ, AJ, KJ etc., the rule is, do not open blindly from a tenace. Try something else.

Ruffing game:

These ruffers form a third source of tricks for defenders. A lead from a singleton or doubleton with Ax or Kx in a bid suit by the partner is the best. This lead will be advisable only

if the opener has a four card length or more in trumps or at least Ax or Kxx. Otherwise the play of a singleton or doubleton is to be avoided.

The forcing game:

The object of this is to establish the long suit as quickly as possible and then lead it at every opportunity and force the declarer to use his long trumps to stop that suit.

Slam leads:

Against a trump small slam, it is best to give up a trick at the opening lead to establish an essential suit (e. g.) KQ etc., Very often a singleton is the best lead. Against a no-trump slam an attacking lead is dangerous (e. g.) with KQx only in one suit and no other face card it is best not to open that suit. The worst possible lead against a no-trump slam contract is the Ace.

Finessing partner's lead:

An honour-card is most valuáble when it can be used to capture an opponent's lower-ranking honour. When there is a lead through an honour in dummy, the third hand should try to save a higher honour till such time as he may cover dummy's honour with it. (e. g.)

a) K75

2 N W E S AJ6

Q84

When west plays his 2 and dummy plays low, East should play the J. For at next chance his Ace is available to cover the K.

b) Q84

2 N W E S K93

On west playing his 2, east must play the 9 if north plays low. For, then he will keep his K as a guard over Q.

c) K75

A108 N W E S 2

When east plays his 2 (deuce) west must play not his Ace but 8 and keep the Ace as a guard if south has the Q.

Defender's trump management:

A defender should not overruff with a high trump when that trump is valuable as a guard to a lower trump in the same hand. (e.g.)

72

Q954 N W E S 8

AKJ103

When east leads a suit in which south and west are void, &South ruffs with 10 West should not overruff. For, by

doing so he will get only one trick instead of two.

Sometimes ruffing with a high trump may force declarer to overruff with one of his own high trumps at the cost of a trick. (e.g.)

	N: S. 65, H. 98, D. J6	
W: S. Q, H. 10753, D. A		E: S. J9743, H. 6, D—
	S: S—, H. AKQJ43, D—	

Hearts are trumps. West leads Diamond Ace. Though it is a high card, east ruffs it with his Hearts 6 and south has to overruff with a top honour. As a result West's 10 of Hearts gets a trick.

CHAPTER XXI.

Conclusion.

Great players and writers say that a fine player should have more in his repertoire than a mere knowledge of a system or conventions. Helen Sobel says 'The fine player cannot take rabbits out of a hat. He has no divine guidence'. But why is he a fine player. He is so "by playing a lot with better players and listening and watching rather than giving lessons to his partner. And secondly by talking and analysing hands after the session with his fellow players".

This knowledge and experience apart, the humanics of contract Bridge is most interesting. Easly Blackwood in his 'Human Element in Bridge' observes 'we must know how to play people as well as cards'.

Thus, with a firm knowledge of the essentials and the guiding principles of the game, assisted by experience in bidding and playing and a correct appreciation of the human element, I am certain that every Bridge lover and player shall become an expert at it and reach the dizzy heights of eminence which this glorious King of indoor games lays open to its votaries.

I have tried my very best to place before you a true summary of Culbertson system of Contract Bridge. Culbertson himself says that this system is not the product of his mind. He says it is the "synthesis by a single man of the collective contributions of a number of persons. It embodies the traditions and the accumlated experience of generations of card-ylayers'. This system has undergone changes material and non essential. Critics of Culbertson would say that many of these changes proceed from the desire of a professional writer to bring out successful and remunerative later editions. But, I for one would be more generous and believe that these changes are the result of laborious tests and accumulated experience. To speak or write otherwise, would be sheer ingratitude to this brilliant player and writer whose name shall live

as long as this interesting and intelligent game lasts.

I have in these pages also announced at the appropriate places various other conventions prevalent all over the world because of my desire to make available to my friends, all that I have been able to gather from a study of the many classical treatises on this great game. Mr. Culbertson himself is not against your adopting any convention suitable to you or agreeable to those in whose midst you have to play. In fact his catholicity is remarkable.

This game is not static but progressive. We do not know what changes are in store both in bidding and playing. It is therefone impossible to maintain the status Quo Ante in contract Bridge. No player can afford to rest on his laurels. This game is both a jealous and zealous mistress. It desires you to keep in touch with its progressive trends; for, otherwise, with all your knowledge, you will become back members. We lawyers feel and say that law is a vast ocean. So is contract Bridge. In the words of Mr. Simms, if any one can assert that the last word on any subject in contract Bridge has been said, then this game is not worth studying and playing.

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APPENDIX I

Bridge Expressions and Definitions.

Approach bid: Any bid, usually in a suit, when made at an economically low level of bidding.

Asking-bid: An artificial bid requesting specific information in the asked suit.

Blank-hand: A hand devoid of honour strength. If it contains no card higher than a nine, it is a 'bust' or Yarborough.

Block: To prevent the running of a suit by retaining the master card.

Cash:	To lead one or more winning cards.
Contract:	(1) The game of contract Bridge; (2) the final legal bid made during the auction, whether undoubled, doubled or redoubled.
Convention:	A call or a play having a definitely understood meaning usually based on the logic of the bidding or playing situation.
Coup:	Any master stroke or brilliant play.
Cover:	To play a higher card than one previously played in the same trick.
Deal:	(1) A complete deck of fifty-two cards divided into four hands of thirteen cards each; (2) the period of time during which a deal is in play; (3) the distribution of the cards in rotation to the players.

Declarer: The player who for his side plays both his own and the dummy hand.

Defender: In play, an opponent of declarer; in bidding, a member of the side which does not make the first bid.

Discard: To play a card of a suit other than the suit led.

Distribution: (1) The manner in which the thirteen cards of a suit are divided among the four players; (2) the hand-pattern or the manner in which the four suits are divided in a single player's hand; (3) the four hand-patterns of any particular deal or the manner in which the fifty two cards are divided among four players.

Doubleton: An original holding of two cards in a suit.

Dummy: (1) The hand of declarer's partner after the opening lead;

(2) declarer's partner.

False card: A card played with the inten tion of deceiving adversaries as to the true holding in the suit.

Fillers: Jacks, tens, nines, etc., not counted as part of honour trick combinations, which increase the general strength in a player's hand.

Follow suit: To play a card of the suit led.

Force: (1) A call which has the effect of obliging partner to keep the bidding open; (2) to lead a card which declarer must ruff to avoid losing the trick.

Game: A trick score of 100 points or more.

Guard: A card of a suit in which a player holds one or more higher cards.

Hand: (1) The thirteen cards held by

one player during a deal, or any part thereof remaining unplayed; (2) one of the four players.

Honour: The five ranking cards of the trump suit or the four Aces at no trump.

Honour-card: Any ten or card of higher rank.

Honour-trick: The unit by which the defensive value of a hand is estimated.

Honour-winner: An honour-card which wins or can be counted upon to win a trick.

Jump bid: A call higher than necessary to take out or overcall.

Lead: (1) To play the first card to a trick; (2) the card so led.

Length: A holding of four or more cards of a suit.

Level: The number of odd-tricks in the contract.

Loser:	A card which may be lost to the opponents during the play.
Odd-trick:	Each trick won by declarer in excess of six.
Over bid:	A contract which cannot be fulfilled.
Over-call:	To make a bid higher that that last made by an opponent; a bid higher, in number or in denomination, than the last bid if it was made by an opponent.
Over-trick:	Each odd-trick won by declarer in excess of his contract.
Partners:	Two persons playing together for a common score.
Part-score:	(1) A contract of less than game; (2) The points earned for the making of such a contract.
Pass:	A call signifying that the player does not at that time bid, double or redouble.

Penalty:	(1) An advantage accuring under the laws to one side by reason of a breach of laws by the other side.
	(2) Points scored above the line by the defenders for setting declarer's contract by one or more tricks.
Plain suit:	A suit which is not the trump suit.
Play:	(1) The period during which the cards are played in a series of tricks. This period begins when the auction closes and ends when the number of tricks won by each side is agreed upon.
	(2) To follow suit or discard.
Position:	The place occupied by a player or by a card at the Bridge table, especially with respect to other players or cards.
Premium score:	All points scored by either side

exclusive of trick points for a made contract.

Psychic: A bid or play made for psychological effect, not justifiable by the values in the hand but designed to mislead the opponents.

Raise: (1) To support partner's bid. (2) An increase of partner's bid at the same denomination by one or more odd-tricks.

Response: A call other than a pass made by the partner of a player who has made a bid.

Revoke: Failure to play as required by or under laws of contract Bridge when able to do so; generally, failure to follow suit when able to do so.

Rubber: The succession of hands ending when one side has won two games.

Ruff: To play a trump when a plain suit has been led.

Sacrifice:	A deliberate overbid made with the intention of paying a penalty rather than permitting the opponents to obtain the contract.
Set:	To defeat the opponent's contract.
Shape of a hand:	The general strength of a hand determined by its distribution and number of honours.
Shut out:	An unnecessarily high bid, designed to make it difficult for the other side to enter the auction.
Singleton:	An original holding of only one card in a suit.
Slam:	A contract to take all or all but one of the tricks. The former is a grand slam; the latter, a small slam.
Suit:	The thirteen cards bearing the same type of pips-spades, hearts diamonds, clubs.

Support:	To raise, Trump Support: A players holding in partner's trump suit.
Swing hand:	A deal of the cards which may result in unusual gain or loss of points, unusual not so much in total points as in the brilliancy or weakness of the bidding and play.
Take out:	A bid in a denomination other than that which one's partner has bid.
Texture of a hand:	See shape.
Trick:	Four cards, one played from each hand. A trick begins with the lead; it is completed when each hand has played one card to it.
Trick score:	The point value of odd-tricks in the contract. Odd-tricks points may be scored only by declarer's side and only if the contract is fulfilled.
Trump suit:	The suit, if any, named in the

	contract. Each of its cards is a trump and ranks above any card of any other suit.
Under-trick:	Each trick by which declarer falls short of his contract.
Void:	An original holding of no card in a suit.
Vulnerable;	Exposed to higher penalties for unfulfilled contracts. The term is applied to a side which has won a game.
X:	A symbol used to designate any card, usually below the ten in rank; when the denomination of the card is of no consequence.
Yarborough:	A hand containing no card as high as a ten.
Table:	A comprehensive term, including the members entitled to play the game at each table provided for the purpose.
Member:	A candidate who has acquired title to play at a table either

immediately or in his turn.

Player:	One of the four members entitled to play at a table. Declarer's parter does not rank as a player.
Partner:	The player who occupies the alternative seat at the table and with whom one plays as a side against the other two.
Rotation:	The order or succession of the game, which is from player to player to the left, in the direction taken by the hands of a watch.
Call.	A comprehensive term applicable to a bid, a double, a redouble or a pass.
Denomination:	The suit or no-trump named in a bid.
Bid:	A call by which a player offers to contract that his side will win at least as many odd-tricks as he specifies, provided that

the hand is played in the denomination he names, and that his side becomes the contracting side.

Double: A call, which, when properly made, has the effect of increasing certain of the points to be won or lost in the event of the last preceding bid becoming the contract.

Re-double: A call which, if no bid intervenes, has the effect of doubling the points increased by an opponent's double.

Insufficient bid: A bid of a number of tricks fewer than necessary to overcall the previous bid.

Completed trick: Four cards, one played from each hand, in one round of play.

Quitted trick: A turned trick from which the hand of a player of the side winning it has been removed.

APPENDIX II

SCORING.

It is within the knowledge of every Bridge player that hundred trick points constitute a game in duplicate Contract Bridge. The odd-tricks bid and won carry the following trick points namely 20 each for Clubs, and Diamonds, 30 each for Hearts, or Spades, 40 each for the first trick in no-trumps and 30 each for subsequent tricks. If the contract is doubled the trick points bid and won are doubled. Re-doubling doubles the doubled points for odd-tricks bid and won. Vulnerability does not affect points for odd tricks.

For over - tricks, vulnerability and non-vulnerability of the contractors make some difference. The contractor gets 200 points for

every over trick if vulnerable and doubled, and hundred points for every over trick if non-vulnerabe and doubled. A re-double doubles the above points for every over-trick.

For making a doubled or re-doubled contract the points awarded are fifty whether vulnerable or non-vulnerable.

For under tricks, the defenders get hundred for each under trick if the contractor is vulnerable and 50 each if non-vulnerable. If the contract is doubled, the defenders get 200 for first under trick and 300 each for the squbsequent under tricks if the contractor is vulnerable and 100 for the first under-trick and 200 for each of the subsequent under-tricks if the contractor is non-vulnerable.

Re-doubling doubles the doubled points for under-tricks.

Premium points for holders of honours:

The holder of 4 trump honours in one hand only gets hundred points. The holder of all the 5 honours in one hand only of the trump suit or of all the 4 Aces in a no-trump contract gets 150 points.

Slam bids:

A small slam bid and won gets 500 points if non vulnerable and 750 points if vulnerable. A grand slam gets 1,000 points if non-vulnerable and 1,500 points if vulnerable.

For making a part score 50 points are awarded whether vulnerable or non-vulnerable. For making a game, 300 points are awarded if non-vulnerable and 500 points if vulnerable.

Doubling and Re-doubling do not affect honours, slam or partscore or game points. Points for honours do not count in match point scoring.

Rubber-Bridge:

Rubber Bridge scoring is the same except that trick points scored in one had count towards making a game in a subsequent hand. Premium points are not scored for making a part-score or game but only for winning a rubber on the scale of seven hundred points for a two game rubber and 500 points for a 3 game rubber.

In South India, the present method of scoring varies with that in International practice

and Tournament play. The variations are as follows:

a) The winners are determined on the basis of a combination of match points and aggregate score. The aggregate score yields to match points when a team obtains 5/8th or more of the total number of match points. The international practice is to stick to one of them.

b) For keeping a doubled or redoubled contract no points are awarded. The international practice is to award 50 points.

c) Honours are counted in match points events. But the international practice is not to count them in match point events.

d) The trick value for odd-tricks bid and won is doubled and the value of overtricks if any is added to it and no premium of fifty points is awarded for keeping the contract. The International practice is to count trick value only for odd-tricks bid and won and to add to it a premium of 50 points for making the part score. The over tricks get their value added to the part score.

The South Indian Bridge Association is taking steps to bring its system of scoring in line

with International practice or to standardise it.

Europen Bridge League Scoring.

The Europen Bridge League adopts the following approved scoring scale. Matches are considered to be drawn if in matches of 64 Boards or more, the difference does not exceed eight International Match points and in matches of less than 64 Boards, one eighth of the number of Boards played with a minimum of two Match points.

In multiple team matches like League matches, a result is obtained by allocating two victory points for a win and one victory point to each team for a draw.

International Match-Points System (I. M. P.)

This system is adopted for 'team of four' contests for deciding the international match points to be awarded to players partaking in them. The net difference in the results on each Board at the two tables is converted into match points according to this fixed scale:—

Total Point Difference		I. M. P.
0 –10	...	No score
20 –60	...	1
70 –130	...	2
140 –210	...	3
220 –340	...	4
350 –490	...	5
500 –740	...	6
750 –990	...	7
1000–1240	...	8
1250–1490	...	9
1500–1990	...	10
2000–2490	...	11
2500–2990	...	12
3000–3490	...	13
3500–3990	...	14
4000–and over	...	15

APPENDIX III

Variations of Vienna Method from Culbertson's old 'Asking-bids' and Norman Convention.

1 If a player makes a jump suit-take-out of his partner's opening suit bid, asking bids may and generlly do operate below the level of four. It means that after this take-out, the opener's bid in a new suit is an asking-bid as also the responder's in a new suit at the next chance. The answers are regulated as follows:

a) If opener asks, and responder has shown AKXX in his bid suit, he does not show these 2 controls but if he has a void or first round control in another suit, he bids that suit.

or

b) If the responder has Q of his bid suit and asked-for control, he bids his suit or

c) If he has no void or Ace and no queen of his suit, he bids no-trumps at the lowest level.

d) If after responder's showing the asked for control and Q of his suit, the opener makes another asking bid, the responder may bid his own suit to show 4th round control in his bid suit (e. g.) J.

2) In special cases where the suit is agreed by implication, a jump is unnecessary for an asking bid (e. g.)

a) 2 N T — 3S
4 C

b) 1 N T — 2 N T
3 C — 3 H
4 D

3) To the rule that a responder must have at best one ace or void to justify a positive response to an asking-bid there are 4 exceptions namely:

a) When the responder has given a negative response of 1 D to an opening 1 club.

b) When the responder has given a negative response of 2 clubs to his partner's opening bid of 1 No-trump

In both these cases, the responder should give a positive answer to the asking-bid with asked for control alone and no outside Ace or void.

c) When partner has opened with 2 in a suit.

d) When a player has responded with 1 No-trump to an opening suit-bid or raised the opener's suit.

4. A bid in an opponent's suit made after the partner has bid and at the lowest possible level is an asking bid.

(e. g.) 1 H — 1 S — 2 S

5. If opener has shown a powerful hand and later makes an asking bid, and the responder has only 2 or more kings including one in the asked suit, the responder may give a negative response first and at the next asking bid raise the first asked-suit.

6. Opening suit-bid of two is in the nature of an asking-bid.

Norman Convantion.

1. When asker is opener with 1 No-trump or 2 No-trumps or two in a suit; or has bid 1 club and got a negative 1 Diamond response; or has bid one in a suit and got a response of 1 N T or a raise in his suit, the answers must be as follows:

a) With less than 1 point	5 Clubs
b) With one ace	5 Diamonds
c) With 2 kings	5 Hearts
d) With 1½ points	5 Spades
e) With 2 points	5 N T
f) With 2½ points	6 Clubs
g) With 3 points	6 Diamonds

2. The above response may be used when opponents have opened and the asker has called a) 1 N T or 2 NTs or 2 of opponents's suit or b) a single jump in a suit; or (c) has doubled an opening bid of 1 NT.

3. A bid of 5 NTs after 4 NTs asking bid and a negative response, is not conventional But if the response to 4 NTs asking-bid was positive, the next bid of 5 NTs is a Grand Slam Force.

4. There are three special rules namely:

a) An asking bid after the use of Norman 4 No-trumps bid, asks for third round control only since Aces and kings must have been shown earlier.

b) Aces and kings already shown before do not count in responding

c) If by Cue-biding the opponent's suit the partnership has shown no losers in it, that suit is eliminated in responding under Norman Convention.

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Amendments based also on the 1954 edition of the

"GOLD BOOK"

I In the Standard Table A K J are equal to 2+honour-tricks. A Singleton King is equal to half honour-trick.

II For an one-No trump opening bid, the maximum is 4+instead of 4 honour-tricks.

In Responses.

(a) With only $1\frac{1}{2}$ honour-tricks and no six carder-pass.

(b) For bidding in a five card suit $1\frac{1}{2}$+H-tricks are necessary instead of $1\frac{1}{2}$.

(c) $1\frac{1}{2}$ to 2 Honour-tricks are enough in at least 2 suits to raise, instead of 2.

(d) With $1\frac{1}{2}$ honour-tricks in 3 suits to raise the no-trump, 5 or more honour cards are enough instead of 6 or more.

Rebids

If the responder bids a jump suit take out in a minor suit, the opener should bid a major or next higher ranking suit only with 4 Honour–tricks. If less he should close with 3 No-trumps.

III For an opening 2 No-trumps bid 5+to $5\frac{1}{2}$+Honour-tricks are necessary instead of 5 to 6.

The permission for the 3rd hand to bid with $4\frac{1}{2}$ H. Tricks is omitted.

Response.

(a) With $\frac{1}{2}$ honour trick and a five card major-bid the suit instead of 3 No-trumps.

(b) With a four card major and a five card minor, half honour-trick is enough instead of one, to bid the minor suit.

(c) A seven card or longer minor suit even with no honour-trick is biddable.

(d) With $1\frac{1}{2}$ to 2 H. tricks and 2 five card suits, bid one suit first and the second suit next.

IV Suit bid of one.

When bidding with 2 + honour-tricks and a six card major, at least half honour-trick must be out-side that suit.

V 4, 4, 3, 2, Distribution.

If the 2 touching suits are minors, bid the lower ranking. This is an exception.

VI Response to suit bid of one.

(a) For jump in the opener's suit there should be 5 trumps if the hand has only 2 + honour-tricks. If it has 4 good trumps $2\frac{1}{2}$ H-tricks are necessary. If it has only 4 small trumps 3 H-tricks are necessary. In all cases 1. Honour trick should be out-side the suit.

(b) For a double jump namely 1s—4s, half to one honour trick is enough if the distribution is 6, 5, 1, 1.

(c) To respond with 1. No-trump, 1 + honour-trick in two suits or $1\frac{1}{2}$ honour-tricks if in one suit are necessary.

(d) In a higher ranking five card suit, 1. honour-trick is enough instead of $1\frac{1}{2}$.

(e) In a lower ranking 5 card suit 2+are necessary instead of 2 Honour-tricks.

Rebids.

(a) With a weak hand, rebid your suit or bid another suit if it is not at 3 level or raise the responder's suit. With a strong hand bid a new suit at 3 level or jump the partner's suit or your suit or bid no-trump at 1 level higher.

VII Overcalls.

The over caller's partner can raise his partner's suit with 3 winners if vulnerable and 4 winners if non vulnerable and 1½ to 2 honour-tricks. With 2½ to 3 honour-tricks he can bid a jump suit-take-out. With about 2 honour-tricks he can bid a no-trump take-out.

VIII Showing preference.

With equal length in responder's hand, the first bid suit is to be preferred. There is one exception when the level of bidding is thereby likely to be raised with a danger of the contract being doubled.

IX Opening suit bid of two. ~~Responses.~~

(a) 3½ to 4 honour-tricks are enough instead of 4 if the pattern is 6, 6, 1, 0, or 7, 5, 1, 0.

(b) After an intermediate bid, the responder should have 1½ honour-tricks instead of one, to give a response.

(c) The responses of 4 No-trumps and 5 No-trumps are omitted.

(d) 1+honour-trick is necessary for response with a five card suit headed by K or Q J.

(e) 1½ honour-tricks are necessary for response in a lower ranking suit.

(f) 1 honour-trick is necessary for response with a six card higher-ranking suit.

X Limit forcing two-bid.

9 winners are necessary if in a minor suit.

XI Double of opening suit-bid of three.

3½ H-tricks are enough with singleton in the doubled suit.

4½ H-tricks are necessary if there are 3 cards in the doubled suit.

Response.

(a) With 2 honour-tricks and a fair five card major-jump to game.

(b) With 2. Honour-tricks and a fair five card minor-bid that suit.

(c) With 1½ Honour-tricks and a six card major-jump to game.

(d) With 1½ Honour-tricks and a six card minor-bid that suit.

XII Optional double of opening suit bid of four.

This shoud normally be taken-out also with 1.Honour-trick and a good six card suit or any seven card suit.

XIII Forcing bids.

(a) If opener's suit has been raised by his partner, the opener's rebid in a new suit is forcing for one round.

(b) The take-out doubler's jump bid in a new suit at his next chance is not forcing but strength-showing.

(c) An overcall by the passed defender in the opponent's suit after a bid by his partner is forcing for one round except in the case of genuine bids.

XI. New asking-bids.

(1) For the first asking bid there are 2 more answers making a total of 9 answers. These two are.

(8) When the answer is to be 4 no-trumps, and there is an additional void in a suit-jump the outside void suit instead of calling 4 no-trumps.

(9) When the answer is to be 5 no-trumps, and there is an additional void in a suit-double jump the outside void instead of calling 5 no-trumps. Those who follow the old asking-bids might profitably use these 2 answers also.

(2) When opener bids 1. H. and responder calls 3. s. it is an asking bid, But a response of 4. s. is a preemptive bid as before. Because it is not one but 2 steps above forcing level.

(3) In the response to the new second asking-bid add the following as the 5th answer, namely-with 4 kings bid the first pair of kings · And follow it up with a raise in trumps at the next asking bid. The exception is that when for the I response outside void or Ace & King or singleton of asked suit has been shown, there

should be a sign-off response without 3rd round control (eg) K X X or longer and a positive response with second round control (eg) K X, K Q, or singleton or void.

XIV (a) Where there is an opening suit-bid of two and it is responded with a weak 2 No-trumps, asking bids by this partnership should elicit the following answers:—

For the I asking bid.

(a) With Q in the asked suit and an ace or void out side-raise the outside ace or void including the agreed trumps.

(b) With king in the asked suit and outside K—bid the outside K.

If the outside K is in the trump suit, jump the trump suit provided it does not take the level to seven. Treat Q of trumps as a king.

(c) With only K. or singleton in the asked suit-bid No-trumps at that level.

(d) With less-sign-off.

For the II asking bid.

(a) With no queen or doubleton in the asked suit-sign-off.

(b) With Q or doubleton in asked suit and an out side queen-show the outside queen provided it is below sign-off level.

(c) With only queen in the asked suit or no cheap queen outside-respond in No-trumps.

For III asking bid.

Show your knaves in the same manner as queens.

XIV (b) Special cases of New-asking-bids.

(a) A jump by asker at the level of six and sometimes at the level of five is a special case. This happens at the second asking bid and shows a void in the asked suit. The answer should be as follows, namely — the partner is required to sign-off if he holds the Ace in the asked suit. Otherwise his response should be in No-trumps.

(b) The general range of asking-bids is from three to six level. The responses may be in at the seven range. But a free seven bid is a final trump bid even when not made in the agreed trump suit. (eg) 1. s—4. H

5 H—6 C.

6 H—7 H. This 7 H is the final contract.

N. B: — It will be easy reading if the above amendments are made at the appropriate places in the book itself.